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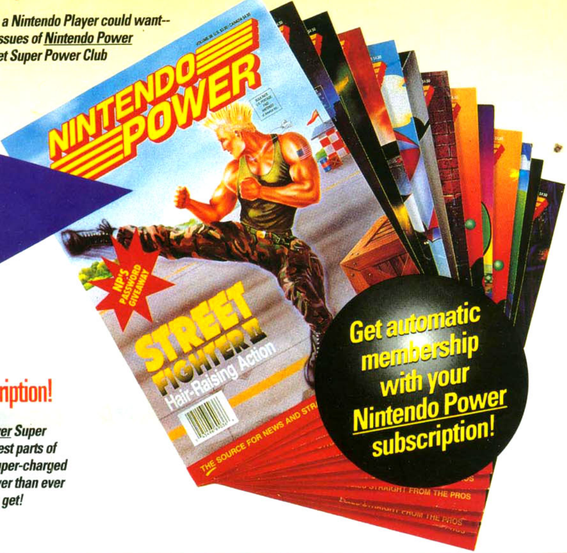
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DO YOU KNOW WHERE YOUR GAME PAK HAS BEEN?

SUPER MARIO BROS. 3

Rex really wanted to play. It's too bad the first thing he found was your favorite Game Pak. He slobbered all over it! Sure, he could have gone for his plastic doggie bone, but noooooo... he just had to have the game. **Don't worry**. All is not lost. You have your NES Cleaning Kit. You'll want to clean off the contacts before using *this* game again. Be thankful you stopped him before he had a chance to **really** destroy it. Then you would have had to take it to a Nintendo World Class Service Center to have it repaired. You need to take care of your games. Looks like you need to play with your dog more, too!

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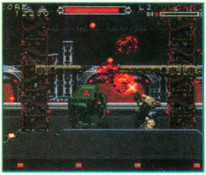

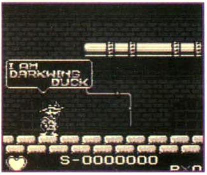

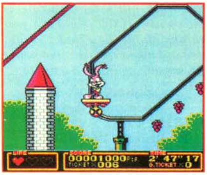

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POWER MAILBAG

I live in Miami, Florida and I have been a Nintendo fan for over four years. Last Christmas, I got a Super NES and was very amused. I have eight games and my favorite game is Street Fighter II. Unfortunately, last month we were hit by hurricane Andrew and lost our house and almost all of our possessions. The night of the hurricane we stayed inside the car which was in the garage. When it was finally over I went inside the house and looked around for anything that was salvageable. After about an hour of looking I was hunting around the downstairs stereo and there was my Super NES tangled in a pile of wires. When I took it out of the wires and looked at it, all that happened was a scratch on the controller. When I brought it to my cousin's house in Coral Springs it worked fine. I can see why they call it a "Super" Nintendo.

George Sanchez
Miami, FL

• • • • • • • • • • • • • • • • •

The Trading Cards are great! First of all, they're a lot of fun to collect. Secondly, most of the challenges on the back of the cards are fun to try. Last, but certainly not least, they give you the opportunity to win great games. Hey, what could be better than free games? However, I do have a question about them. Can I use the cards that I have collected from previous issues in the coming months if they match the winning combination? I hope I can!

Jeremy Daniels
San Antonio, TX

*Very good question, Jeremy. Yes, you **can** use the Trading Cards that you've collected from your previous Nintendo Power issues. The only requirements for winning a free Game Pak are that you send in the correct combination of three Trading Cards and send them in before the deadline for that month's contest. Thanks for the letter and keep collecting those cards!*

• • • • • • • • • • • • • • • • •

I'm not sure if I agree with your rating system in Now Playing. Especially for the Super NES games. I've seen a score of 4.9! Granted, A Link to the Past is great, but what happens when better games come out? Aren't you going to have to adjust your ratings of the games you've previously reviewed? And with the CD accessory on the horizon, I mean, come on! Today's ratings won't mean a thing. Let's see some realistic ratings!

T.J. Sheldon
Boston, MA

*Well, T.J., it's also very apparent to us that games will improve in the future. Our rating system is designed to let you know how good we think a game is based on **today's** standards. Each game is compared to all other games being evaluated during the same time period.*

I'm a Final Fantasy fanatic and I heard that Final Fantasy III isn't going to be coming to the U.S. WHY NOT??? They already have Final Fantasy V in Japan! I want more Final Fantasy!

Peter Barnes
Portland, OR

Square Soft, the company responsible for the Final Fantasy series, is considering bringing Final Fantasy III to the North American market. If they do produce it, it's likely to be based on the Japanese version of Final Fantasy V. Also, Square Soft has more Final Fantasy projects going on now. If you would like your opinions about the Final Fantasy series to be known, use your power of persuasion and send a letter to:

Square Soft
Westpark G-1
8351 154th Ave. NE
Redmond, WA 98052

We're quite sure that they would love to hear from you!

SUPER POWER CLUB

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR FEBRUARY '93

#27 METAL STORM

#44 SPY VS SPY

#51 DEATH VALLEY RALLY

Are there any graphic designers out there? We're contemplating designing a new Nintendo Power T-shirt. Would you like to help? If you would, send us a sketch of what you'd like to have on your Nintendo Power T. Front & back. Just think: wouldn't it be cool to see someone walking around in a T-shirt you designed? Send 'em in!

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WHITE KNUCKLE SCORIN' With TRIXTER

CONTEST WINNER

"The show's over! Break out the Game Boys!" The contest winners were having fun hangin' out backstage with the band after the show. Pictured left to right are: drummer Mark Scott, Debbie, singer Peter Loran (kneeling), guitarist Steve Brown, Lori, and bassist P.J. Farley.

The crowd roared as the lights went out at the Civic Arena in Pittsburgh and our White Knuckle Scorin' with Trixter contest winner, Debbie Breit and her friend, Lori Bagley, were there. Trixter had hit the stage! The band was opening up for KISS and they put on a great show. Trixter's newest record, **Hear,** had just been released a couple of days before and the band was obviously excited to let people **hear** it live! Debbie and Lori were already big Trixter fans having seen the band play before. However, getting the opportunity to spend some time with them is what they'll remember the most. The band members, their management and crew are all great people to know!

Nintendo FUN CenteR

NINTENDO ROLLS ENTERTAINMENT TO CHILDREN'S BEDSIDES

In May of 1992, Nintendo joined with the Starlight Foundation by donating funds to bring 161 Nintendo Fun Centers to 68 pediatric hospitals nationwide. Nintendo Fun Centers are self-contained entertainment trolleys that bring a TV monitor, a Super NES, a library of games and a VCR to the bedside of a hospitalized child. "This donation will bring video game entertainment to more than 6,500 hospitalized children each month," said Emma Samms, actress and co-founder of the Starlight Foundation. Nintendo and the Starlight Foundation hope the Fun Centers will make it easier for children to cope with their stay in the hospital.

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CYBERNATOR™

21ST CENTURY METAL

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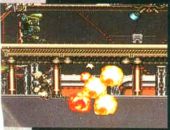
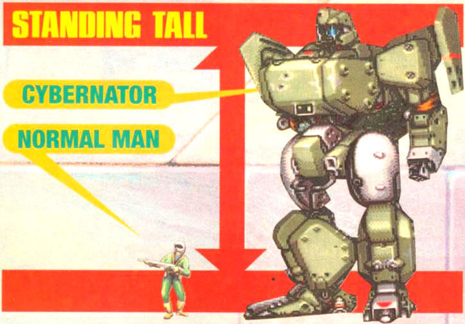


The 95th Brigade of the Mechanized Marines is looking for a few good pilots. The mission is to crush the Axis forces in their strongholds in space and on Earth. The means is the Cybernator G5-E, the most advanced mobile weapons system ever developed. You'll take on the Axis forces in seven levels of non-stop action. Mission Control aboard the Marine vessel, Versis, keeps you updated, but you're really on your own. Cybernator will challenge Power Players by the variety of game play and blazing reaction speed required. There is no password, so you'll have to practice and perfect your techniques.

CYBERNATOR GS-E

The Cybernator stands five stories high and is armed with four independent weapon systems that equal the destructive force of an army. It can be both a tank and a spaceship as needed. The machine is also equipped with an Ionized Shield and a Propulsion Pak.

STANDING TALL



DEPLOY ALL SUITS NOW!!!

The first battle begins as the Marine Assault Ship, Versis, smashes through the lunar base walls. The commander orders the deployment of the Cybernator Assault Suits. You'll be the third off the ship and come under immediate attack. When messages from the base appear, be sure you read them carefully.

ROGER . . . ON MY WAY

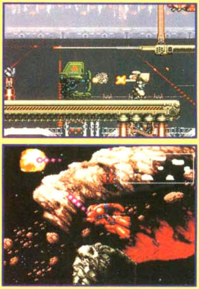
Only one out of ten recruits survives Cybernator training, which makes you one of the elite forces for the Pacific States. You'll have three chances to prove that you have the mettle to be a mechanized marine . . . or a smoldering hulk of twisted titanium.

BE CAREFUL!

It's dangerous out there! Enhance your weapons by collecting Power-Ups. Nine P Capsules earn an increase of one power level out of four levels max.

ENEMY OVERLOAD

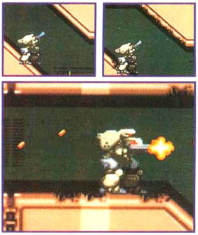
You'll find giant enemies matched against your Cybernator, and they pack almost as much power. Luckily, they predictably appear in the same places.



In Mission Two, giant space-faring robots and mines litter the asteroid field.

INCIDENTAL DAMAGE

Look for great, realistic effects like damage to walls and machines from random fire.



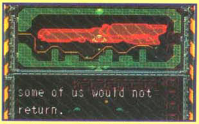
Spent shells fly from the Cybernator's clip.

STAGE 1 LUNAR MINING COLONY

The Axis Lunar Mining Colony is just a front for an immense intergalactic battleship with the power to destroy the Mechanized Marines. The defenses inside the ship consist of robots and plasma cannons. Don't rush blindly ahead. When entering a new area, make sure your Vulcan Automatic Annihilation Cannon is reloaded and use your Shield to block enemy fire.

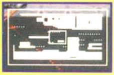
MISSION OBJECTIVE

Your mission is to penetrate to the core of the hidden Axis battleship and destroy its power coupling unit before it can be activated.

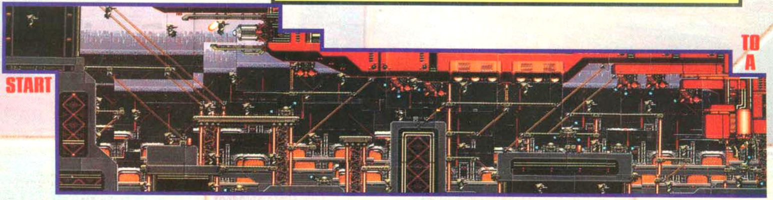


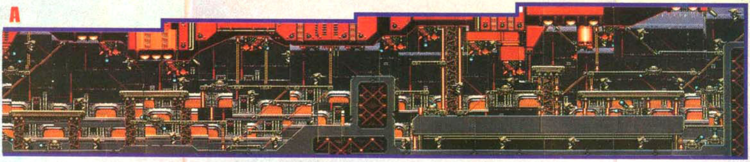
some of us would not return.

The ship is concealed inside the Lunar Colony.



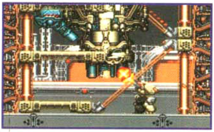
When you Pause the game, a map of the Colony appears.



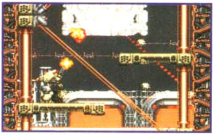


END-STAGE 1

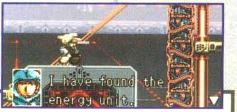
As the energy core rises up to be loaded into the battleship, it is protected by two plasma cannons. Stay parallel to the core, attacking the bottom section first, then the top as it ascends. After destroying the original cannons, new cannons appear. Destroy them, as well.



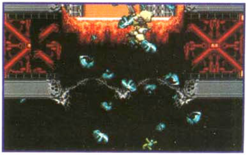
Blast the bottom of the energy core first.



Continue following the core upward to attack it.



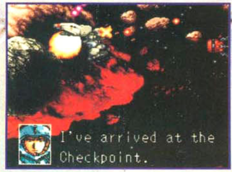
I have found the energy unit.



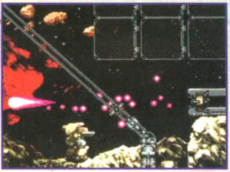
Once destroyed, the core smashes through the colony.

STAGE 2 ASTEROID DEFENSE FORCE

The ore processing facilities are protected by asteroids and a defense force of robots. Automatic scroll propels you through the Zero G nightmare up to the midpoint. Control in the second half is awkward unless you hold down the Left Button to keep your Vulcan aimed straight ahead.

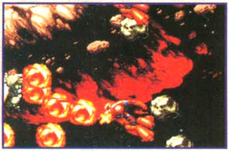


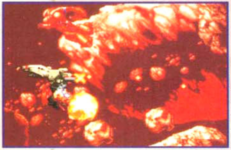
I've arrived at the Checkpoint.



BOMBARDMENT

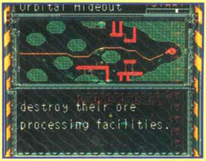
Fire continuously straight ahead as you rocket through the field of asteroids. You can blast the smaller rocks, but larger asteroids will destroy your Cybernator with one hit. At the same time you must also dodge the attacks of defensive robots.





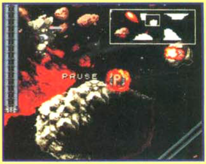
MISSION OBJECTIVE

Your mission is to evade the Asteroid Defenses of the ore processing facility, find the Missile Weapon Upgrade, and destroy the Mobile Artillery Unit at the end.



destroy their ore processing facilities.

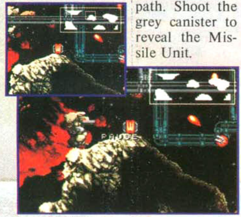
The Orbital Hideout has awesome defenses.



Destroy enemies and earn Power-Ups.

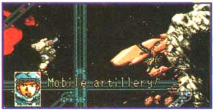
DON'T MISS THE MISSILES

The Homing Missiles are your first weapon upgrade. Look for them in the second half of the stage on a large asteroid in the middle of the flightpath. Shoot the grey canister to reveal the Missile Unit.



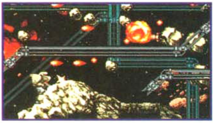
Pick up the Missile Upgrade.

END-STAGE 2

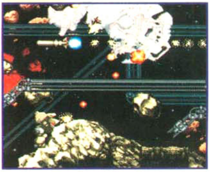


Mobile artillery!

You discover the final threat.



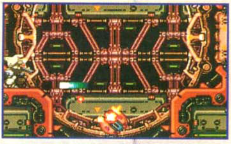
An explosion of asteroids, a barrage of missiles and the Mobile Artillery Unit make a dangerous combination. Stay directly on the boss, firing the Vulcan and dodging. You'll be able to pick up an H Power-Up to boost your Life Meter and you'll avoid the asteroid defense perimeter.



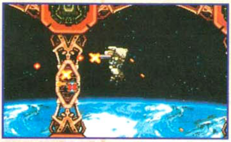
Attack from the safety of this rock.

STAGE 3 ATTACK ON ARC NOVA

In an attempt to open up the "Lunar Route," the Mechanized Brigade must destroy the huge Axis Meteor Fortress known as Arc Nova. First, you must get inside the rock. Then, you'll have to fight to its center.



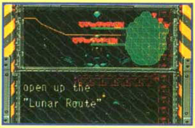
Fire down at the grey panel and discs from the left.



This stage has some Zero-G fighting.

MISSION OBJECTIVE

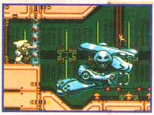
Your mission is to break into the Arc Nova and destroy its engines. You'll have to blow up tanks to reach the main hatch.



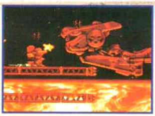
open up the
"Lunar Route"

BLOW THE ARC

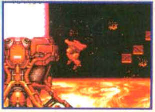
Inside, you'll face the Laser Mini-boss and the Mechanical Claw. Your Vulcan should be at full power. Stand on the girder and jump to avoid the Claw. Fire continuously, then go for the engines.



A Super Weapon is ready to be launched against Earth.



Look for the five main engines of Arc Nova.



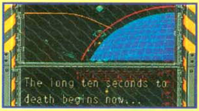
You have two minutes to destroy the Claw and engines.

STAGE 4 ATMOSPHERE ENTRY

The long descent to the surface of the planet is fraught with danger. Besides the fiery heat of re-entry, Axis Cybernators are there to stop you. The aerial battle continues until you reach Earth.

MISSION OBJECTIVE

Your mission is to take the battle to the leaders of the Axis on Earth. First, however, you must survive the plunge of the Versis to the planet below.



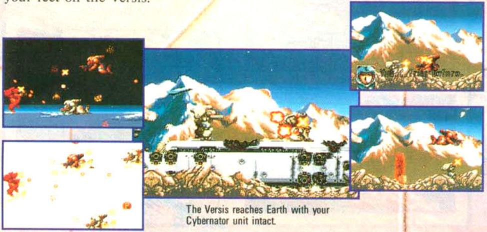
The long ten seconds to
death begins now...

HEADED DOWN

The Versis Battle craft plummets toward Earth, and so do you. Get extra Power-Ups every time you destroy an enemy. When the temperature starts draining energy, plant your feet on the Versis.

DOWN AND OUT

The Versis comes down in the mountains, but so does a persistent Axis Cybernator, Granbia, who engages you in battle. Even though you don't destroy him, you'll end the stage.



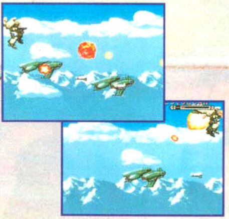
The Versis reaches Earth with your Cybernator unit intact.

STAGE 5 TWILIGHT PURSUIT

Waves of Axis troops are being launched into the air by shuttles from a base in Madagascar as the Axis hopes to rebuild its strength in space. This stage again has multiple parts, both aerial and on the ground.

AIRBORNE

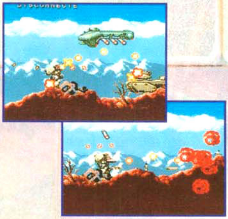
Combat airborne drones in this auto-scrolling segment. Watch for both missiles and shots.



Stay to the upper right corner for safety.

GROUNDED

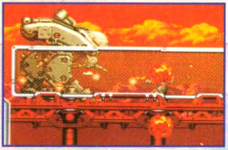
Grab the Laser upgrade, because you'll need it later. Keep hoofing it to the hangar.



Dodge the missiles outside the hangar.

SHUTTLE BASE

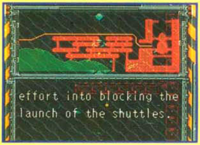
Inside the hangar, look at the map if you take the lower route. There are holes where you can fall and lose a life. Stay at the top, or be extra careful. The giant Mech Mini-boss is in the middle of the hangar. Use the Laser against him for multiple hits.



Zap this Mech with your Laser weapon.

MISSION OBJECTIVE

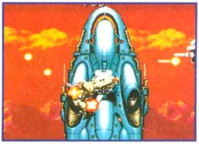
Your mission is to destroy the shuttle in the hangar before it launches. Don't miss the Laser weapon upgrade on the ground outside the hangar.



effort into blocking the launch of the shuttles.

THE SHUTTLE

Even with mission failure, you can pass on to the next stage. Attack the engines of the shuttle while dodging enemy fire.

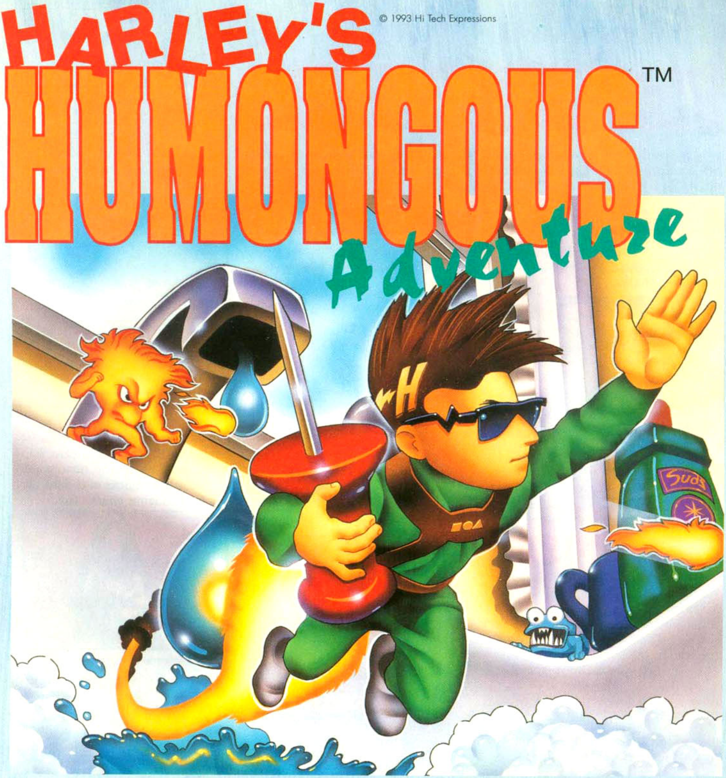


NOT THE END

The Axis has been weakened by your assaults, but it isn't beaten yet. Two more stages are left: the alpine approach to Axis HQ, and the enemy's capital city.

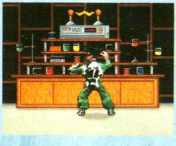
HARLEY'S HUMONGOUS Adventure™

© 1993 Hi Tech Expressions



HARLEY HITS THE BIG TIME

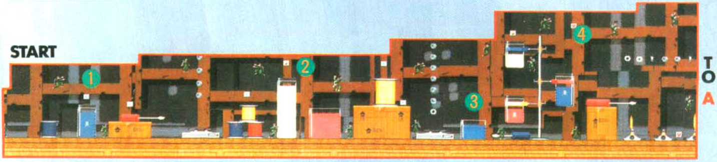
Most of Harley's experiments are successful—his jammin' Jetpack is a case in point. But when something goes wrong with his Shrink Machine, it goes wrong in a big way. Harley ends up small enough to live in a dollhouse, and the insects that were around when the accident happened are mutated. Harley has to retrieve missing parts from the mutant insects and use them to rebuild the machine and reverse the shrink ray. This latest small-person-in-a-huge-world adventure is from Hi-Tech Expressions, and while the concept is nothing new, this one has solid play control and some twists that make it interesting to play.

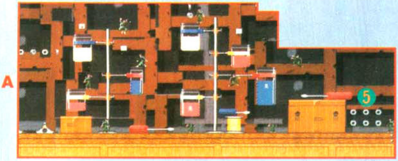


STAGE 1

45 SECONDS TO POWER-UP

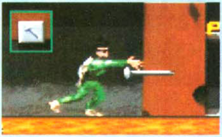
Harley's Humongous Adventure begins with a 45-second romp through the lab, where you can pick up as many Power-Up items as you can find in the time allowed. There are no active enemies—except the burner flames—so try out all of Harley's moves as you Power-Up and rack up bonus points.





① LOAD THE NAIL GUN

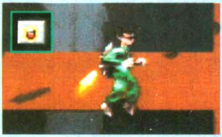
In the early stages, a Nail Gun is Harley's primary weapon. In order to use it, you must find a supply of Nails. With the loaded gun, you can attack enemies overhead and those approaching from the side.



Stock up on extra nails for the gun.

② FUEL THE JETPACK

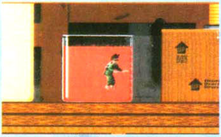
You'll find your first fuel supply in the lab. With your Jetpack powered-up, you can Press X to fly up and investigate areas that you can't jump or climb to. Use it sparingly, though. You earn bonus points for unused fuel at the end of a stage.



Refuel the Jetpack with Fuel Icons.

③ GET SOME AIR

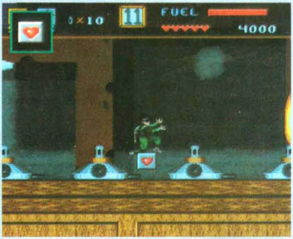
Try to keep a supply of Air at the ready. It allows Harley to swim in liquids, including the bubbling beakers in the lab. Without the Air supply, he sustains significant damage when he tries to take a dive. Find his first air in the lab.



Get some air and breathe under water.

④ HAVE A HEART

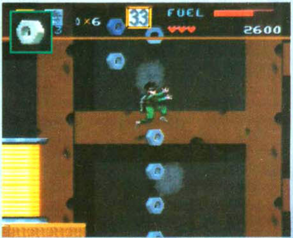
Harley loses half a Heart for every hit he takes, so keep him healthy by finding Heart Icons, which add to his Life Meter. Some are in plain sight and are easy to get, but others are hidden in areas that you'll find only by using the Jetpack.



Find Heart Icons to refill Harley's Life Meter.

⑤ GATHER NUTS

It's going to take lots of Nuts and bolts to put the Shrink Machine back together. Each of the Nuts you find is worth bonus points at the end of the round.

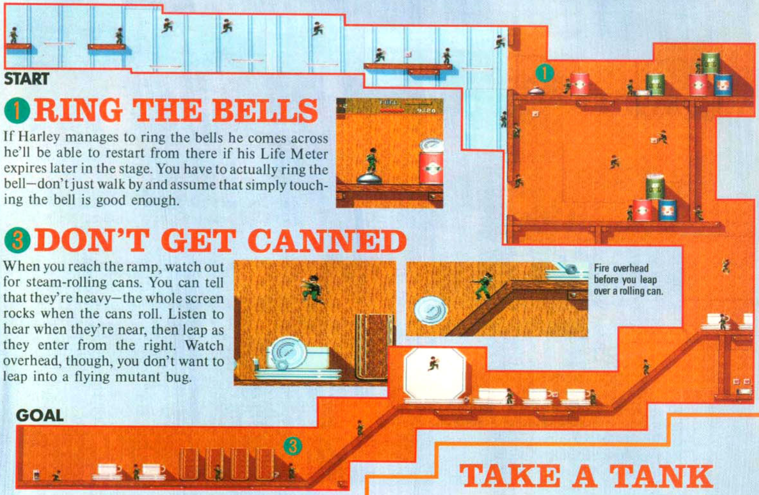


Gather Nuts for a big bonus at the end of the stage.

STAGE 2

MAYBE YOU CAN

Harley heads for the Kitchen in Stage 2. It's a dangerous place for someone Harley's size, especially since the mutant insects are trying to flatten him with canned goods. The Machine Part he's looking for is on the lower left, but he can power-up between his starting point and the goal. Be sure to pick up insecticide on the way.



Fire overhead before you leap over a rolling can.

① RING THE BELLS

If Harley manages to ring the bells he comes across he'll be able to restart from there if his Life Meter expires later in the stage. You have to actually ring the bell—don't just walk by and assume that simply touching the bell is good enough.

③ DON'T GET CANNED

When you reach the ramp, watch out for steam-rolling cans. You can tell that they're heavy—the whole screen rocks when the cans roll. Listen to hear when they're near, then leap as they enter from the right. Watch overhead, though, you don't want to leap into a flying mutant bug.

STAGE 3

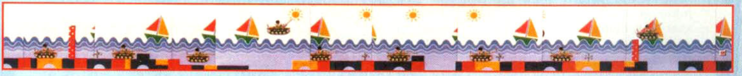
TANKS A LOT

In Stage 3, Harley takes to a Tank. Children's toys that seem safe enough are dangerous to a tiny scientist. Watch out for bouncing balls, super sharp jacks, and stacks of Lego-like blocks. Pound them with ammo and jump to clear gaps.

TAKE A TANK

From the Tank, Harley can fire in all directions.

A



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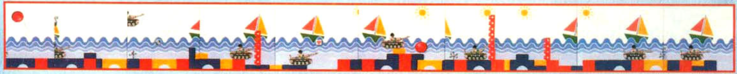

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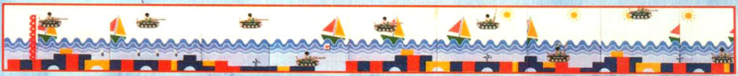
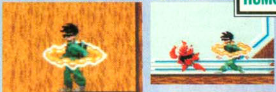
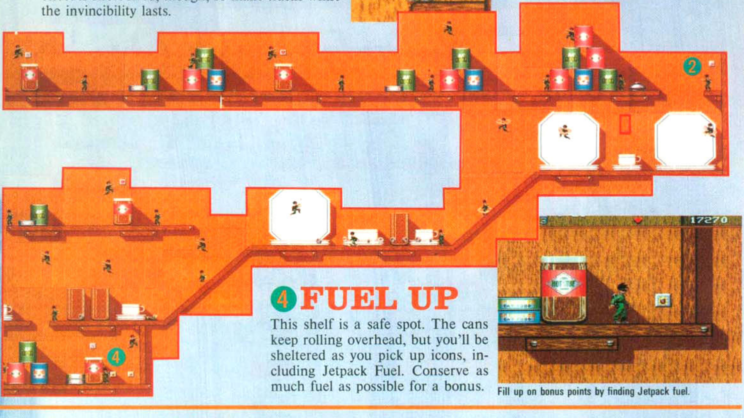


② INVINCIBLE INSECTICIDE

Get even with those pesky mutant insects. Leap all the way over to the right and land on the shallow ledge. Pick up the Insecticide there to make Harley invincible. It surrounds him in a protective gas, and any insect he meets is instantly terminated. The effect is short lived, though, so make tracks while the invincibility lasts.



Grab the spray can and raid insects.



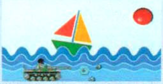
④ FUEL UP

This shelf is a safe spot. The cans keep rolling overhead, but you'll be sheltered as you pick up icons, including Jetpack Fuel. Conserve as much fuel as possible for a bonus.

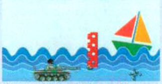
Fill up on bonus points by finding Jetpack fuel.

PLAYROOM PRANKS

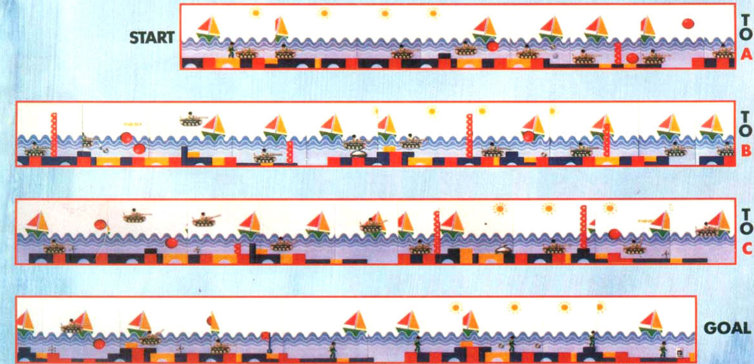
Use the Tank's cannon to blast away at the bouncing balls. Sometimes walls of blocks will block the way. You can jump low walls—blast higher ones out of there before the scrolling screen leaves you behind.



Blast and jump to evade the bouncing balls.



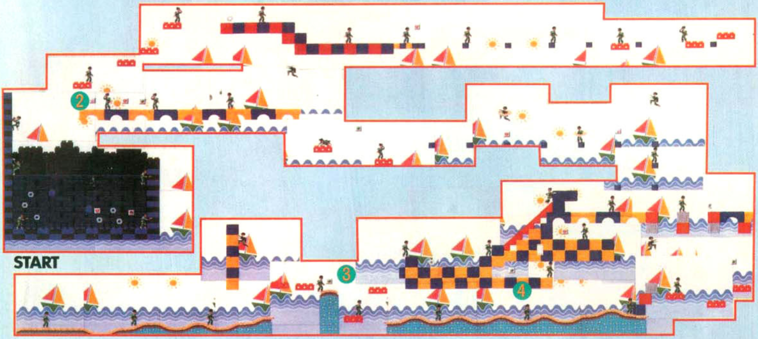
If you can't jump the Lego wall, use the cannon.



STAGE 4

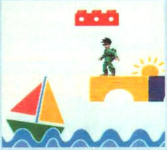
THE CLOSET

Harley's closet is a mess. It's much bigger than the previous two stages, and you'll have to explore many levels. Talk about dirty carpets—this one is crawling with mutant bugs. Ride block lifts and leap to even small blocks to find openings to new areas. Wind your way up, down and around to discover lots of Power-Up items.

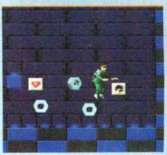


② SCALE THE WALLS

Take a leap of faith off this ledge. It doesn't look like there's anything down there, but go explore to find Nuts and Power-Ups. To get back up, face the wall and press X. You'll scale the wall as if you were wearing suction cups.



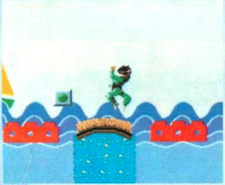
What's down there? Take a leap to find out.



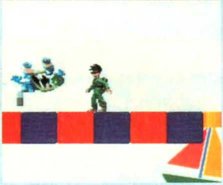
Collect the Power-Ups down in the corner.

③ DON'T LOSE YOUR MARBLES

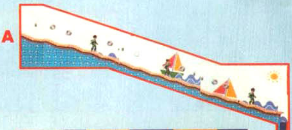
You'll find a new weapon in this stage: Marbles. Toss one out and watch it bounce along, clearing enemies in your path. You can also press Up to throw Marbles at flying enemies. Switch weapons by pressing L and R.



Jump up to get the Marble icon.

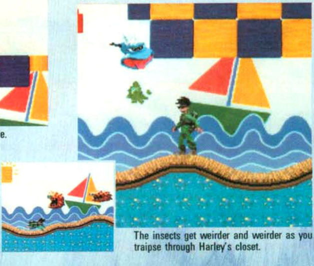


Squash approaching insects with a Marble.



④ RAID THE RUG RATS

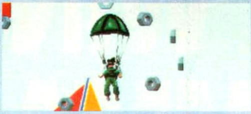
Here's a carpet in need of a good cleaning. Creepy-crawlies are living in the shag, and they're the most monstrously mutated enemies yet. They pop up almost unannounced, so have a Marble at the ready if you plan to continue on this level.



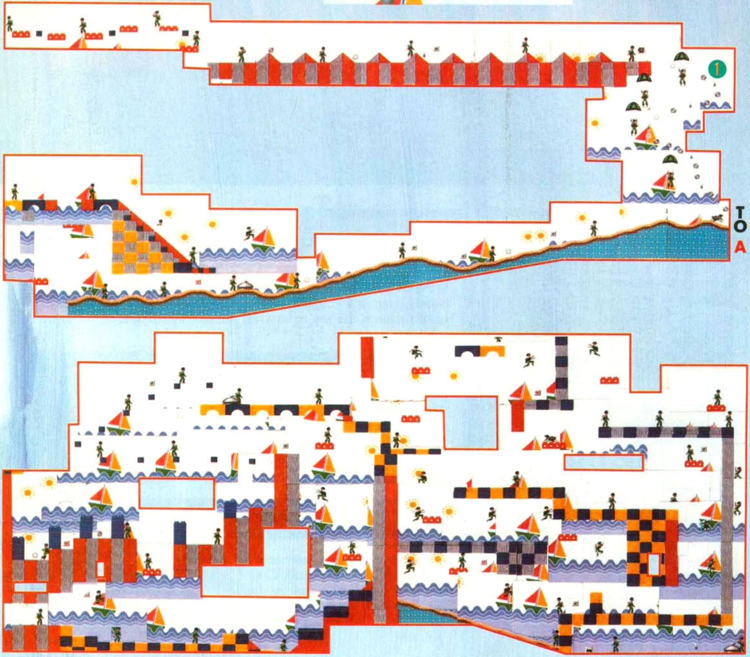
The insects get weirder and weirder as you traipse through Harley's closet.

① PUT ON A PARACHUTE

Now for a new mode of transportation. When you reach the right side of the ledge, put on the parachute and take a leap off the edge. Float from side to side and collect the Nuts for lots of bonus points, then continue down the ramp to the right.



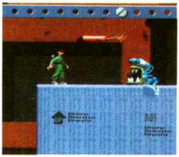
Put on the parachute and gather Nuts for a bonus.



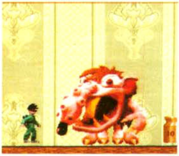
STAGE 5

CLEANING THE REST OF THE HOUSE

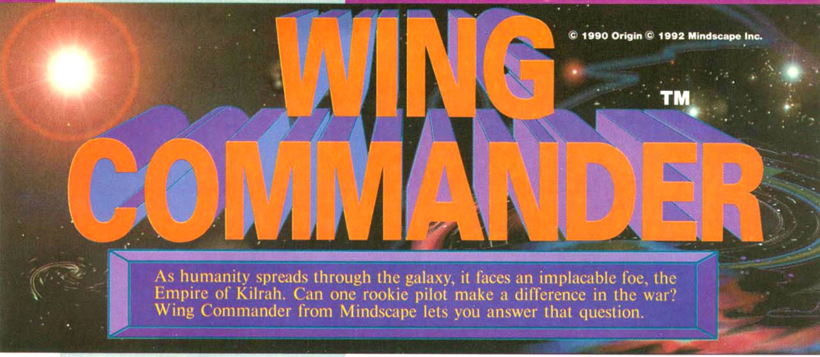
To find the rest of the stolen Shrink Machine parts, Harley has to continue working his way through the house, searching remote areas and battling the mutant insects. It's a humongous task.



Harley finds an explosive new Firecracker weapon when he searches through the boxes.



The big bosses in the areas to come are big trouble.

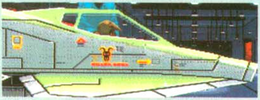


WING COMMANDER™

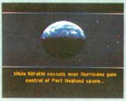
© 1990 Origin © 1992 Mindscape Inc.

As humanity spreads through the galaxy, it faces an implacable foe, the Empire of Kilrah. Can one rookie pilot make a difference in the war? Wing Commander from Mindscape lets you answer that question.

THE ORIGINAL STAR FIGHTER

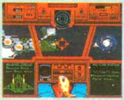


Wing Commander has gained renown in the PC gaming community as one of the best 3-D dogfighting simulators ever. But the popularity of this game is not based solely on the realistic space combat. There is an entire universe here, from crew mates to technology and friendly alien races. And there is the story of the Terran Confederation's desperate struggle. The cinema scenes aboard the Tiger's Claw are based on your actions in combat. Out in space, you can communicate with allies and enemies, giving commands or insults as you see fit.

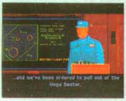


While Kilrathi vessels over Hurricane gain control of Port Hedland space...

More than a dozen combat zones make this an epic.

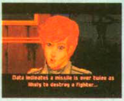


Each of four fighters have a 3-D cockpit view.



...and we've been ordered to pull out of the Vega Sector.

Dogfighting tactics require quickness and strategy.



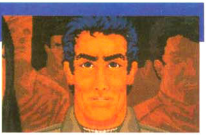
Data indicates a missile is over twice as likely to destroy a fighter...

Animated scenes make you a character in the story.

WHAT EVERY RO

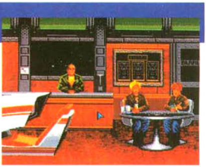
Wing Commander is as much a game of strategy as it is of skill. As it begins, you find yourself in the officer's club aboard a starship. Information is the key to survival, so start listening to fellow crew members.

WHO?



You are a rookie fresh out of the academy and itching for a fight. You have never even seen the enemy, much less had to fly tactical combat missions.

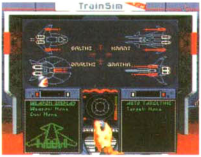
WHERE?

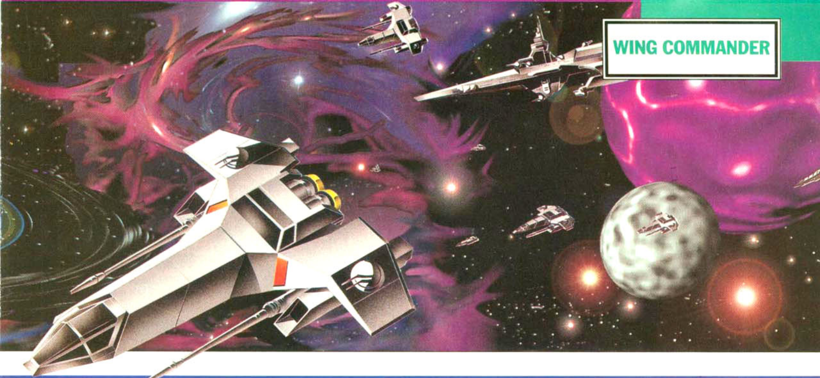


The Tiger's Claw, an interstellar carrier ship of the Terran Confederation, is on patrol in the Enyo System where there have been recent incidences with the Kilrathi.

WHAT, WHY, AND HOW?

Piloting a one-man fighter, you'll be sent on scouting missions, escort duty, and raids to harry the "hairball" Kilrathi. The enemy gives no quarter, and neither can you.

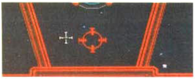




OKIE MUST KNOW

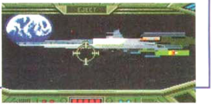
NAVIGATION POINT

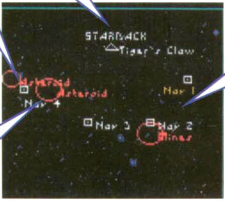
Navigation Points, or Nav. Points, are your destinations during a mission. Sometimes there is a goal at the Nav. Point, like an ally freighter. At other times, the Nav. Point is simply part of a route.



HOME BASE

The Tiger's Claw is your home base in deep space. If damaged in combat, return here to save your ship. Mission briefings, training, and ceremonies are held here. You'll also meet your fellow pilots aboard.

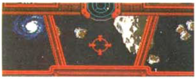




When you are switched to the Map Display, you can select a target destination. Expect a slight delay before the change is noted by the game. Use Autopilot to reach the Nav. Point quickly and engage any Kilrathi present.

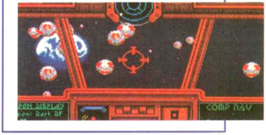
DANGER ZONE

Asteroid belts disrupt missions in a number of ways. Autopilot won't work in a "belt." You have to dodge rapidly approaching rocks. And finally, you may have to take a longer route around the Asteroids.



DANGER ZONE

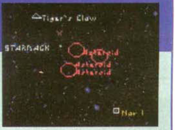
Some asteroids are made of metals that are invulnerable to your armaments. Sometimes you can't avoid passing through such a belt. Make sure that your Shields are fully regenerated before entering the gauntlet.



MISSION IMPROVISATION

Although it is best to carry out your missions as specified, you aren't required to complete any or all of the elements. If you are in danger of losing your ship after a skirmish, return to the Tiger's Claw. You can even eject and be rescued.

The commander may question your performance after an aborted mission.



Autopilot won't get you out of an Asteroid Belt.

COMBAT TACTICA

SEARCH TO DESTROY:

The Radar Display may be the most valuable instrument on board your fighter, but it isn't always easy to use. You won't be able to disengage from the Kilrathi until either you destroy them all or eject to save yourself. So while a red dot remains on the radar, you have work to do. Think of the Radar Display [A] as a 3-D cone. The Center Ring is the narrow view forward of the nose of your ship and the Outer Ring is everything behind your nose. For instance, when a hollow red dot appears on the outer ring, upper left side, it means that a Kilrathi is nearby, slightly behind, above and to the left of you. If you swing up and to the left, the enemy will come into view. It sounds easy, but at high speeds, the Radar Display can become a flashing nightmare of targets.

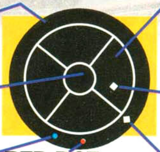
WATCH YOUR TAIL

The Kilrathi always try to ambush Terran pilots if possible. The first situation [B] places you in a trap, with three "furballs" behind and one dead ahead. Your best move is to loop up and circle behind the enemy. Use the Afterburner to boost your speed as you climb through 180°. The second scenario has you pinned in on every side. Any way you turn, you'll run into an enemy. Vary your speed and turn in rapid, 90° arcs until you shake them.

THE FIRST BATTLE

As a new pilot, the most dangerous situation is when you first engage a wing of Kilrathi fighters. If they come in a wedge formation, don't face them down. Hit the Afterburner and dive, twist or climb. The enemy will break up into two-ship teams that are easier to target. Review the procedures [C] for the actual conflict.

A RADAR DISPLAY



OUTER RING

Indicates a target is behind you. Imagine the quadrants extending into the Outer Ring.

CENTER RING

Indicates targets in your forward field of view.

BLUE DOT

This is your wing man. As Wing leader, you are in command.

RED DOT

Kilrathi ships show up as red. The larger the dot, the closer the ship.

MIDDLE QUADRANTS

The four quadrants indicate whether a ship is above, below, left or right of you.

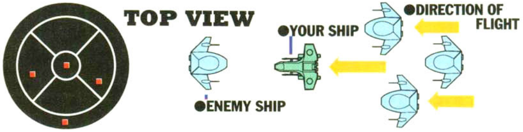
WHITE DIAMOND

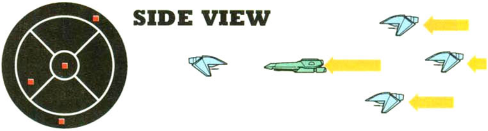
The Nav. Beacon appears as a white diamond. It has no tactical value.

WHITE SQUARE

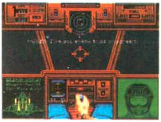
Either a friendly or enemy Capital Ship. A big target.

B ENEMY RECOGNITION

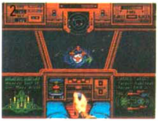




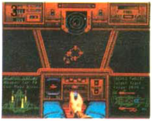
C PREPPING FOR BATTLE



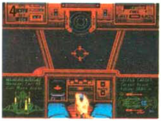
Your wing man will recon all nearby enemy ships and send you updates.



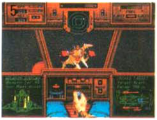
Visual contact occurs at a range of several thousand meters.



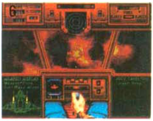
The Auto Targeting display shows the enemy vessel's range and damage.



The Afterburner boosts speed but devours fuel. Just tap the button.



Lasers are fast, meaning you don't have to lead the target by much.



Missiles are more powerful than lasers, but require more time to target.

L BRIEFING

FIGHT SMART BY PLANNING YOUR STRATEGY

Practice in the officer's club on the Training Simulator before applying these [D] and other strategies in combat. The Hard Brake maneuver may look simple, but it usually doesn't work because you need the enemy ship to be close behind you. Your radar should indicate a large, hollow dot at the bottom of the outer ring. The real key, however, is to hit the Afterburners as soon as the enemy overshoots you. The Sit 'N Spin technique is good for those times when you can't get a lock on the enemy. Cut your engines and rotate 360° until you spot an enemy, then go for him with Afterburners and lasers blazing.

THE SPECIAL SLIDE ATTACK

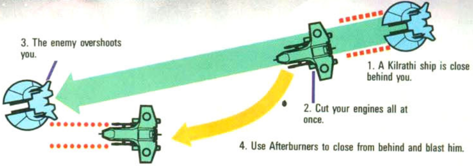
Kilrathi ships can track you with extraordinary accuracy, but they do have weaknesses. The first problem they have is with changes in velocity. Use short bursts of the Afterburner and vary engine speeds to throw off their targeting computers. Use the second technique when approaching the enemy head on. The purpose of the Slide Attack [E] is to swing the back end of your fighter around so that you'll end up with a clear side shot at the Kilrathi. Turn 30° away from the direction you want to slide, then hit the Afterburner. At top speed, turn hard toward the enemy. This maneuver is effective, but difficult, and the Kilrathi can't track it.

ATTACKING LARGE TARGETS

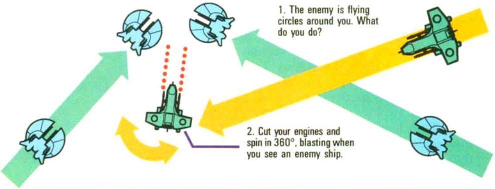
Although your crew mates say you can't destroy a large target like a Capital ship with guns alone, it is possible—it just takes repeated runs. The conventional method [F] involves attacking the rear of the ship. Fire missiles before you reach 2000 meters and guns between 1500 and 1000 meters.

D OFFENSIVE TACTICS

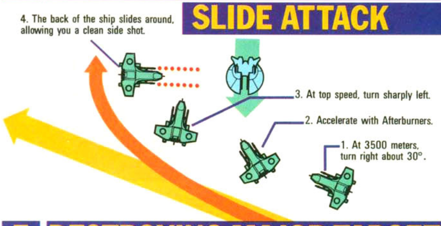
HARD BRAKE


1. A Kilrathi ship is close behind you.
2. Cut your engines all at once.
3. The enemy overshoots you.
4. Use Afterburners to close from behind and blast him.

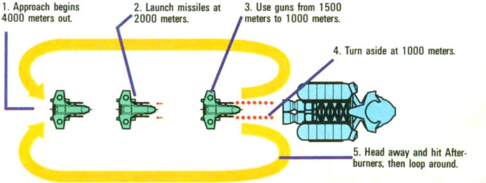
SIT 'N SPIN


1. The enemy is flying circles around you. What do you do?
2. Cut your engines and spin in 360°, blasting when you see an enemy ship.

E AFTERBURNER SLIDE ATTACK


1. At 3500 meters, turn right about 30°.
2. Accelerate with Afterburners.
3. At top speed, turn sharply left.
4. The back of the ship slides around, allowing you a clean side shot.

F DESTROYING MAJOR TARGETS


1. Approach begins 4000 meters out.
2. Launch missiles at 2000 meters.
3. Use guns from 1500 meters to 1000 meters.
4. Turn aside at 1000 meters.
5. Head away and hit Afterburners, then loop around.

JEOPARDY!™

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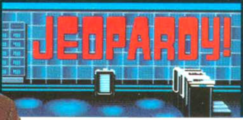
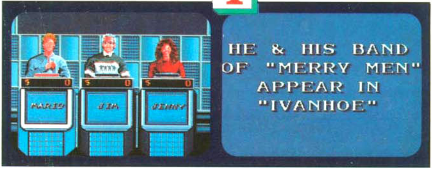
STARRING ALEX TREBEK



If you think you're pretty good at coming up with questions for the television program, this is your chance to become a Jeopardy contestant — in the privacy of your own home. In GameTek's new Super NES version of the popular game show, host Alex Trebek welcomes you and two other guests, either human or computer, to participate in this authentic adaptation. How tough are the answers? Come up with the questions for the answers shown in this review, then compare your responses with the correct ones on page 27. How do you rate?

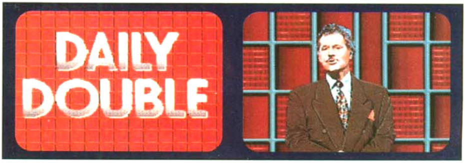
1 100 POINTS



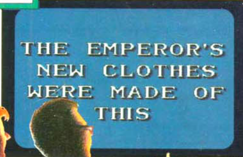
HE & HIS BAND OF "MERRY MEN" APPEAR IN "IVANHOE"

AND THE ANSWER IS . . .

With 350 categories, Jeopardy for the Super NES has much greater depth than past video versions, and it's more challenging than before. The graphics are crisp, and Alex Trebek's voice has been digitized into the program. A game takes you through regular Jeopardy and Double Jeopardy to Final Jeopardy, just like the television show does.

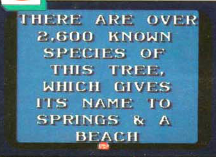


2 200 POINTS



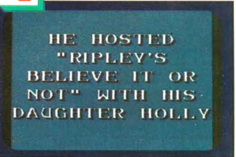
THE EMPEROR'S NEW CLOTHES WERE MADE OF THIS

3 400 POINTS



THERE ARE OVER 2,600 KNOWN SPECIES OF THIS TREE, WHICH GIVES ITS NAME TO SPRINGS & A BEACH

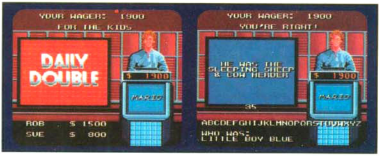
4 1000 POINTS



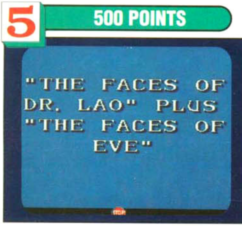
HE HOSTED "RIPLEY'S BELIEVE IT OR NOT" WITH HIS DAUGHTER HOLLY

THE DAILY DOUBLE

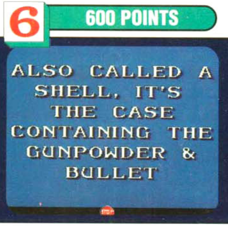
One of the best ways to make your money multiply is to bet big—and come up with the right question—on a Daily Double. One is hidden in regular Jeopardy; two in Double Jeopardy. You may not actually take home the dough playing the video version, but then you don't have to risk feeling foolish on national T.V. to have fun, either.


YOUR WAGER: 1900
FOR THE KIDS
DAILY DOUBLE
$ 1900
MARIO
ROB $ 1500
SUE $ 800
YOUR WAGER: 1900
YOU'RE RIGHT!
HE WAS THE SLEEPING SHEEP & COW HERDER
35
$ 1900
MARIO
ABCDEFGHIJKLMNOPQRSTUVWXYZ
WHO WAS:
LITTLE BOY BLUE

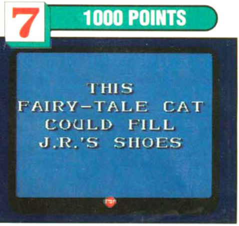
5 **500 POINTS**


"THE FACES OF DR. LAO" PLUS "THE FACES OF EVE"

6 **600 POINTS**

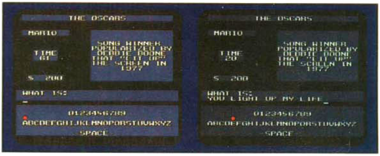

ALSO CALLED A SHELL, IT'S THE CASE CONTAINING THE GUNPOWDER & BULLET

7 **1000 POINTS**


THIS FAIRY-TALE CAT COULD FILL J.R.'S SHOES

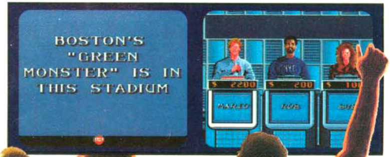
SPEED SPELLING

Spelling counts in video Jeopardy. If even one letter is incorrect, your question is counted as wrong. And you have to be quick, too. If the question is long, you'll have to really move to enter the whole thing. To speed the cursor up considerably, press the R Button while holding the Control Pad in the direction you want the cursor to go.


THE OSCARS
MARIO
TIME
61
$ 200
SONG WINNER POPULARIZED BY DEBBIE BOONE THAT "LIT UP" THE SCREEN IN 1977
WHAT IS:
0123456789
ABCDEFGHIJKLMNOPQRSTUVWXYZ
SPACE
THE OSCARS
MARIO
TIME
20
$ 200
SONG WINNER POPULARIZED BY DEBBIE BOONE THAT "LIT UP" THE SCREEN IN 1977
WHAT IS:
YOU LIGHT UP MY LIFE
0123456789
ABCDEFGHIJKLMNOPQRSTUVWXYZ
SPACE

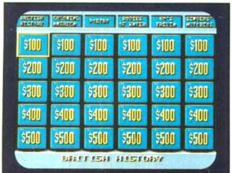
RAPID RINGING

The game displays the question for a few moments, then allows ten seconds for players to ring in. If you know the question, start tapping the A Button even before the ring-in period starts. It will give you the advantage over your rapid-ringing opponents.


BOSTON'S "GREEN MONSTER" IS IN THIS STADIUM
$ 2200
$ 200
MARIO
ROB

JEOPARDY

In regular Jeopardy, the answers range in value from $100 to $500, and their difficulty tends to increase as their value goes up. Before beginning the round, you have the option of selecting new categories. If you've already seen the categories selected, or if they aren't to your liking, you can select a completely new group.

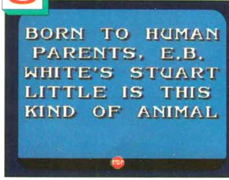


BRITISH HISTORY	[illegible]	[illegible]	BODIES OF WATER	[illegible]	[illegible]
$100	$100	$100	$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500

BRITISH HISTORY

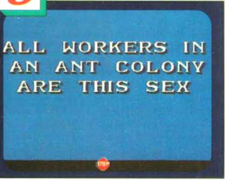
Not fond of British History? Try new categories.

8 100 POINTS



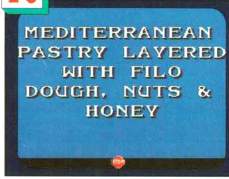
BORN TO HUMAN PARENTS, E.B. WHITE'S STUART LITTLE IS THIS KIND OF ANIMAL

9 200 POINTS



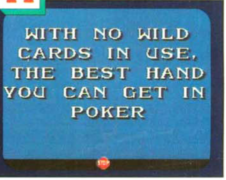
ALL WORKERS IN AN ANT COLONY ARE THIS SEX

10 300 POINTS



MEDITERRANEAN PASTRY LAYERED WITH FILO DOUGH, NUTS & HONEY

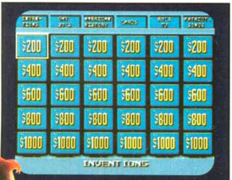
11 400 POINTS



WITH NO WILD CARDS IN USE, THE BEST HAND YOU CAN GET IN POKER

DOUBLE JEOPARDY

There's a lot more at stake in Double Jeopardy, where the answers are worth from $200 to $1000. If the new categories are ones you know, you can make some fast cash, but the money disappears just as quickly if you're wrong. You can select new categories before the Double Jeopardy round begins, just as you could before the previous round.

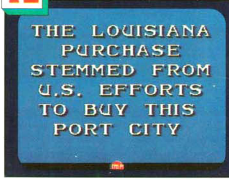


INVEN-TIONS	[illegible]	AMERICAN HISTORY	CARDS	[illegible]	PATRIOTIC SONGS
$200	$200	$200	$200	$200	$200
$400	$400	$400	$400	$400	$400
$600	$600	$600	$600	$600	$600
$800	$800	$800	$800	$800	$800
$1000	$1000	$1000	$1000	$1000	$1000

INVENTIONS

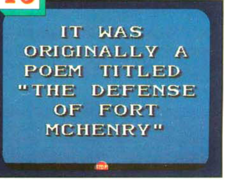
There is more to win, more to lose, in Round Two.

12 200 POINTS



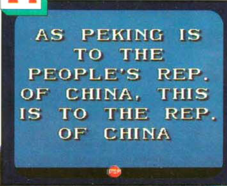
THE LOUISIANA PURCHASE STEMMED FROM U.S. EFFORTS TO BUY THIS PORT CITY

13 400 POINTS



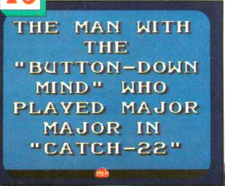
IT WAS ORIGINALLY A POEM TITLED "THE DEFENSE OF FORT MCHENRY"

14 600 POINTS



AS PEKING IS TO THE PEOPLE'S REP. OF CHINA, THIS IS TO THE REP. OF CHINA

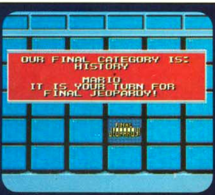
15 800 POINTS



THE MAN WITH THE "BUTTON-DOWN MIND" WHO PLAYED MAJOR MAJOR IN "CATCH-22"

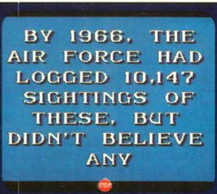
FINAL JEOPARDY!

You'll have to make a strategic bet when you reach Final Jeopardy. First, Alex tells you what the category is, then he asks you to place your bet. Take a look at your opponents' totals and figure out how much you'll have to put on the line in order to win the championship. You won't learn what the answer is until you've made your wager.



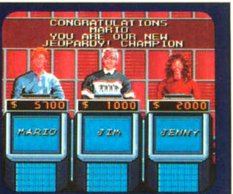
OUR FINAL CATEGORY IS: HISTORY
MARIO
IT IS YOUR TURN FOR FINAL JEOPARDY!

If History is your strength, you're in luck.



BY 1966, THE AIR FORCE HAD LOGGED 10,147 SIGHTINGS OF THESE, BUT DIDN'T BELIEVE ANY

And the question is...What are UFOs?



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The right answer and bet win the championship.

AND THE QUESTIONS ARE:

1. **Who was Robin Hood? (Score: $100)**
2. **What was nothing? (Score: $200)**
3. **What is a palm tree? (Score: $400)**
4. **Who was Jack Palance? (Score: $1000)**
5. **What is 10? (Score: $500)**
6. **What is a cartridge? (Score: $600)**
7. **Who is Puss in Boots? (Score: $1000)**
8. **What is a mouse? (Score: $100)**
9. **What is female? (Score: $200)**
10. **What is baklava? (Score: $300)**
11. **What is a royal flush? (Score: $400)**
12. **What is New Orleans? (Score: $200)**
13. **What is the Star Spangled Banner? (Score: $400)**
14. **What is Tai Pei? (Score: $600)**
15. **Who is Bob Newhart? (Score: $800)**

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You didn't totally crash and burn, but you'd better put in some practice time before you think about showing your face on national television. Plug in your Jeopardy Game Pak and work your way to a video championship to prove that you have the mettle and the mind to take on two real contestants.

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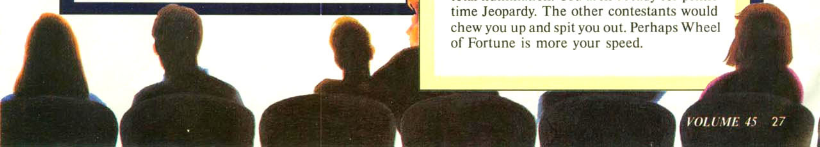
Don't do it! Don't mail that entry. Trying out for a televised Jeopardy spot would result in total humiliation. You aren't ready for prime time Jeopardy. The other contestants would chew you up and spit you out. Perhaps Wheel of Fortune is more your speed.



© 1992 H-B Production Co.

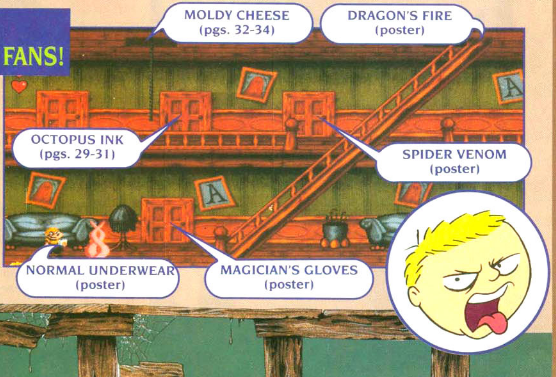
The Addams Family™ PUGSLEY'S SCAVENGER HUNT™

MANSION MAYHEM

The creepiest family on the block is back with their second Super NES action game. The first game featured Gomez in the starring role, but this time around, it's Pugsley who gets the nod. Wednesday likes to have a little twisted fun with her husky little sibling, Pugsley. She sends him scurrying and spelunking about the family mansion trying to scrounge up ooky and obscure odds and ends. Wednesday won't tell Pugsley where any of the items are located, but we will! Ocean has created a doozy of a game based on the animated cartoon series! With some creative searching, hidden items can be found in practically every level. Secret rooms abound in this game, too! The game has no time limit, so take the time to explore every nook and cranny in every area.

EN GARDE, ACTION GAME FANS!

En garde is right! Pugsley's Scavenger Hunt is not a game for novice players. It's difficult. To the uninitiated, it can be downright discouraging at times. Don't get us wrong. It's a fantastic game with great graphics, but the extreme challenge factor is something to be reckoned with. Hard core action game fans will love it!

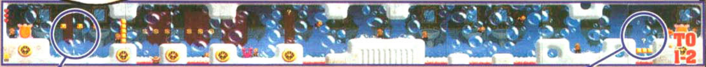

MOLDY CHEESE (pgs. 32-34)
DRAGON'S FIRE (poster)
OCTOPUS INK (pgs. 29-31)
SPIDER VENOM (poster)
NORMAL UNDERWEAR (poster)
MAGICIAN'S GLOVES (poster)

AREA 1

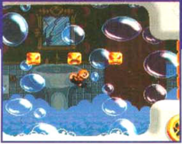
OCTOPUS INK

Pugsley can choose to begin his scavenger hunt in one of four rooms. We suggest starting with the second door on the second floor. The soapy surroundings of this bathroom provide a relatively easy level to begin with. Pugsley will have to avoid going into the water until he is forced to dive in Area 1-7.

AREA 1-1

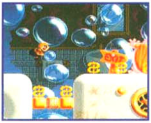


SWITCH BLOCKS



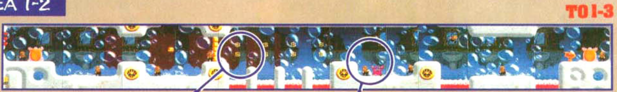
Pugsley has to hit these Blocks in a specific order to continue onward. A displeasing sound will be heard if you hit a Block in the wrong order.

BRING ON THE BUCKS!

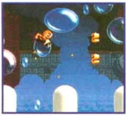


If Pugsley touches the Question Mark here, a payload of bucks will be released from the ceiling. Don't ever stand on the Blocks. They'll quickly crumble away.

AREA 1-2



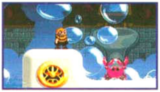
JUMPING FOR DOLLARS

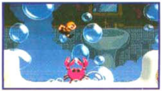


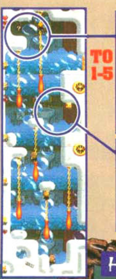
It takes precise, accurate tapping on the B Button to make Pugsley jump the correct height and distance. You can make him jump a bit farther by holding down the Y Button, as well.

DON'T GET CRABBY!

The Crabs can't be defeated. Pugsley will just have to avoid them by jumping over their pinchers. Red Crabs move faster than purple ones.

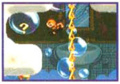






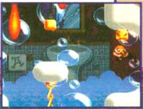
HIDDEN ROOM

A BLOCK FOR A BLOCK



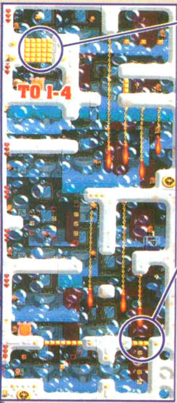
If you go left at the beginning of Area 1-2, you'll find a hidden room. This is the Question Mark you'll need to get in order to exit the room.

THE KEY TO THE EXIT



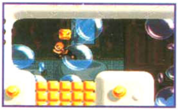
Pugsley will have to jump up and hit this Switch Block to make an important step appear.

AREA 1-3



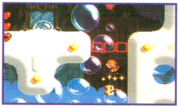
VANISHING ACT

All 25 of these Blocks will instantly disappear if Pugsley jumps and hits the Switch Block just above them. Now go to the exit.



SCORE CASH

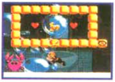
The Question Mark above these Blocks will make them disappear if Pugsley jumps up and gets it. Drop down and continue on.

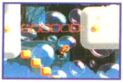


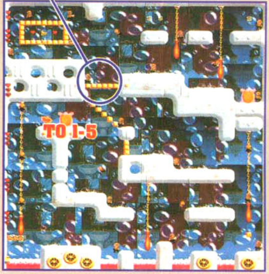
AREA 1-4

LET HIM THROUGH

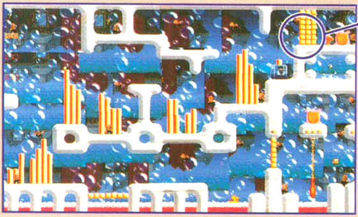
To make these Blocks disappear, hit the Switch Block in the box of Blocks in the upper left corner of the map.





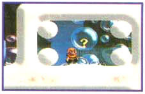


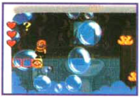
AREA 1-5

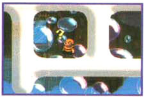


TRIPLE BLOCK WALL

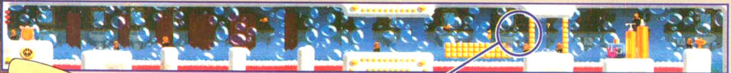
Pugsley needs to find a Question Mark in order to make each column of Blocks disappear. Check the map and the photos to locate them.

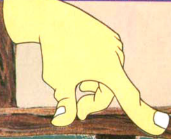






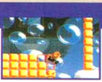
AREA 1-6

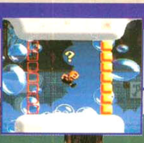




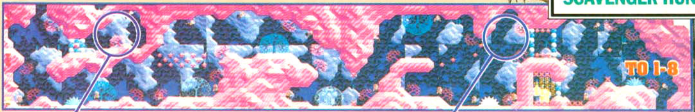
CRUMBLIN' AWAY

Don't linger on this stack of Blocks. Go all the way to the last row and crumble away the Blocks to get to the Switch Block.



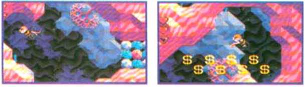


AREA 1-7



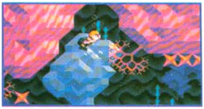
UNDERWATER TREASURE

Swim into this area and explore every nook. A hidden switch will cause eight dollars to appear. This is a great example of why you should search every area to the fullest extent.

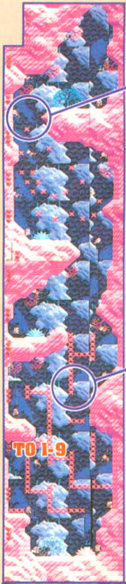


WHERE'S THE SWITCH?

The first row of octagonal Blocks can be obliviated by finding a hidden switch nearby. The second row will be cleared away by treading water for a few seconds between the spikes.

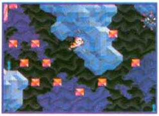


AREA 1-8



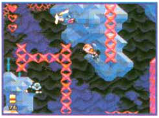
MINE YOUR OWN BUSINESS

As is the case with every mine in the video game world, it pays not to touch them! The underwater mines in this game don't explode, but they are extremely sharp.

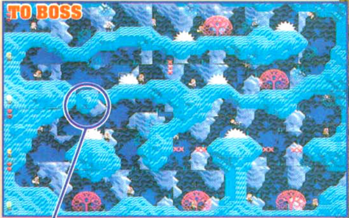


ONE WAY TO GO

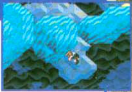
The mines guide Pugsley to this area's exit. Keep your eyes peeled for moving depth charges. They send shrapnel in all directions when they explode.



AREA 1-9



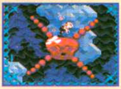
HIDDEN PASSAGE

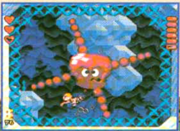


This rock formation looks solid, but it's not. Pugsley will have to swim up through it in order to reach the exit.

QUADRAPUS

Swim in a clockwise direction around the Quadrapus while avoiding his tentacles. You'll have to land on his head a total of six times in order to defeat him. You can nail him twice on every lap.



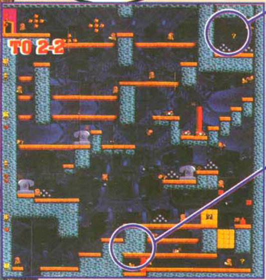


AREA 2

MOLDY CHEESE

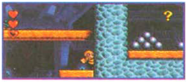
The second area that Pugsley should tackle is Lurch's Lair. Climb the rope in the hallway to reach it. Lurch must like explosives because there's plenty of the stuff around! Cannons and gelatinous blobs will explode with their unstable payloads.

AREA 2-1



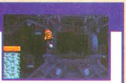
LOOKS DIFFICULT, BUT IT'S NOT

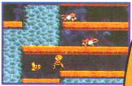
To get this Question Mark, simply walk through the wall to the left of the Question Mark. Don't jump all the way to the top level. Walk through the wall from the ledge just below the upper level.



TRICKY 1-UP

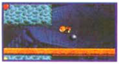
Pugsley will really have to earn this 1-Up. It involves riding flying bombs, getting two Question Marks and jumping on a TNT plunger. The bombs will destroy Blocks.

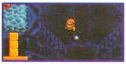


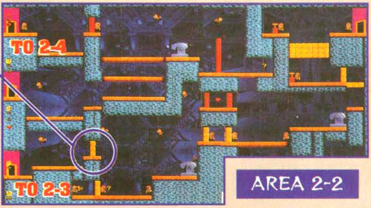


BOMB RIDING

Bomb riding can be a headache for Pugsley. The path a bomb travels is changed when Pugsley rides on it. This is the key point to remember. Ride the bombs to cause them to crash into walls of Blocks. When they explode, they'll take out the Blocks.

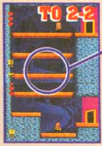






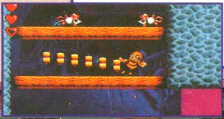
AREA 2-2

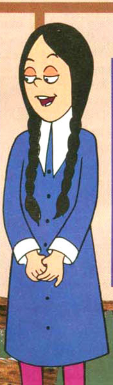
AREA 2-3



COLLECTION SERVICE

In this small room, Pugsley will come across a stash of cash. Run to the right and left on each level to cause the dollar signs to appear.

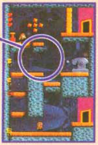


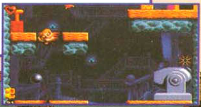


AREA 2-4

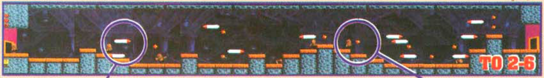
UP THROUGH THE GAP

Pugsley can leap up through an opening to the level where the TNT plunger lies. Jump on the plunger to remove the Blocks.

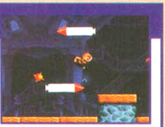




AREA 2-5

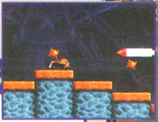


MISSILE MADNESS



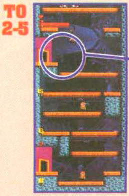
Many missiles will come at Pugsley from out of nowhere! Try to stay low to avoid them. Pugsley can also ride the missiles. A truly daring move.

MORE MINES



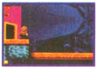
There are a few mines in this room that can cause serious problems. Be athletic! Jump over or duck and crawl under them.

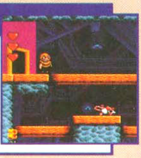
AREA 2-6



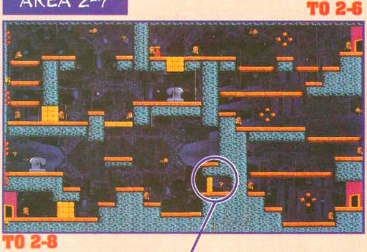
TAKE THIS EXIT

There is another exit above it, but it will re-route Pugsley back through rooms he has already been to. This is definitely the door to take.



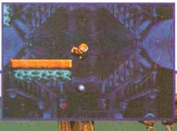


AREA 2-7

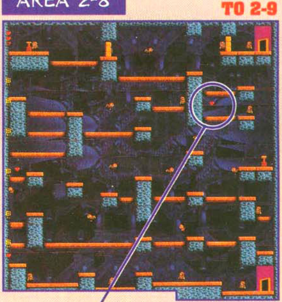


BLOCK WALL BOMBING

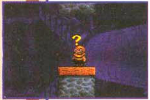
More bombs will have to be ridden in this area for Pugsley to gain access to vital Question Marks. Area 2-7 and Area 2-8 can be rather confusing, so study the map and locate all the items and objects that will help you.



AREA 2-8

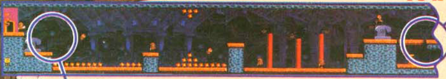


QUESTION MARK WARP

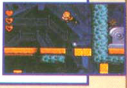


This Question Mark catapults Pugsley up through the stone wall just above it. Pugsley can now snag a couple more Question Marks to make his way out.

AREA 2-9

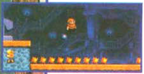


ACCURACY COUNTS

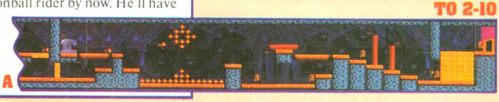


Time Pugsley's jump perfectly to make him land on a cannonball just as it leaves the cannon. Jump off just before it hits the wall and blasts the Blocks.

CANNONBALL MADNESS

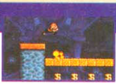


Pugsley should be an expert cannonball rider by now. He'll have to be to make it through this area. If he falls, he'll fall on the spiked mines.



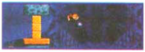
AREA 2-10

BOMBIN' TIME AGAIN

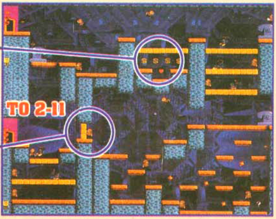


Catch a bomb coming in from the right to be able to blast through these Blocks.

TO BOMB OR NOT TO BOMB?

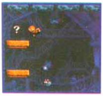


Ride a bomb to the Blocks or go to the tower right corner and get the Question Mark.

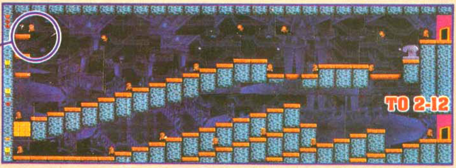


AREA 2-11

BOMB HOPPING

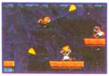


Catch a bomb at the midway point and ride it, while hopping, to get the Question Mark.



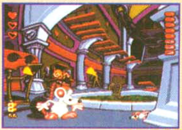
CHEESE-TOSSERS

On the platforms just ahead of this ledge await three cheese-tossin' mice. Wait for a break in the cheese deluge and hop up to the platforms to stomp them into oblivion.

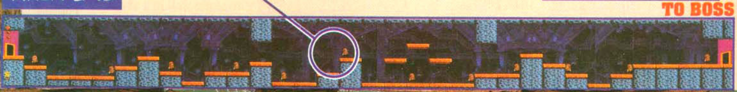


BIG CHEESE

This mouse doesn't want to give up his Moldy Cheese so easily. He'll deploy small mice to enter from the sides of his hideout while tossing cheese wedges at Pugsley. Bounce off of a cheese wedge to get Pugsley into position for an appropriate attack to his head.



AREA 2-12

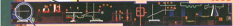


AREA 3

SPIDER VENOM

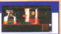
The quest for Spider Venom leads Pugsley into Uncle Fester's lab. Fester gives Pugsley some potion when he enters the main door, thereby shrinking the young lad to the size of a laboratory test animal. Pugsley still has to find the item, but now he'll be exposed to many dangers.

AREA 3-1

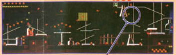


BIODEGRADABLE BACTERIA

These green blobs will mutate into two separate creatures when Pugsley stomps them. Keep stomping or Pugsley may end up getting infected by the filthy bacteria.

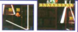


AREA 3-2

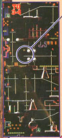


WHAT'S THE TRICK?

In order to get a row of Green Blocks to appear, Pugsley will have to hit the Block on the left first and then hit the Block on the right. He can now jump up to the door and exit the area.



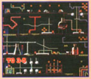
AREA 3-3



BONK A BLOCK

Pugsley won't be able to get up through this area unless he goes over to the far left side of the area and hits the lone Green Block.

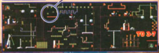
AREA 3-4



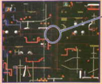
HIT & RUN

Don't worry about falling down through this horizontal chain of Blocks. Just take off sprinting to the right. The Blocks will change position, but Pugsley won't fall.

AREA 3-6

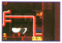


AREA 3-5

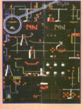


SHORTCUT!

Enter the vertical column through a secret door located just to the right of the flaming crucible. Fall to the bottom and then proceed up to the right.



AREA 3-7

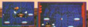


HOW DO I GET OUT?

The two vertical columns of Blocks that obstruct the exit can be cleared away by hitting this lone Green Block.

ARAK-NOID

Mr. Spider will ultimately give up his coveted Venom, but Pugsley will have to prove he's worthy of having it. In the battle that will ensue, Pugsley should use the cocoons as steps to get himself into a position that will allow him to jump onto the big spider's head.

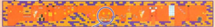


AREA 4

DRAGON'S FIRE

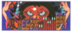
Pugsley knows that Dragon's Fire can only be found in one place–Grandmama's Crystal Ball. Upon his arrival in the attic, Pugsley finds himself in the center of the Crystal Ball. What's more, Grandmama is constantly peering in on the action.

AREA 4-1

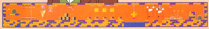


MACE PENDULUM

This area is tricky. Not only does Pugsley have to deal with the mace pendulum, fireballs and a Knight stalk this area.



AREA 4-4



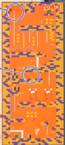
HOME FREE

If Pugsley makes it to this area, he's safe. Run to the right through the wall and over to the exit. Blocks will appear underfoot.

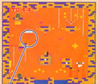
BABY JUMPS

Crossing these short spikes without getting hit is very difficult. Tap the B Button ever-so softly when attempting to jump over them.

AREA 4-2

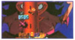


AREA 4-3

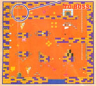


PENDULUM SWING

Pendulums in this area, as well as in other areas, can be ridden. Jump on them carefully and then swing to safety.

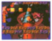


AREA 4-5



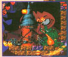
THE ORDER OF THINGS

Once again, Pugsley will have to hit the Blocks in the correct order. Listen to the sound they make.



TOAST-BREATH

Beating the Dragon isn't easy because the fireballs he spits out turn into patches of flame when they hit the floor. Stomp on his head.

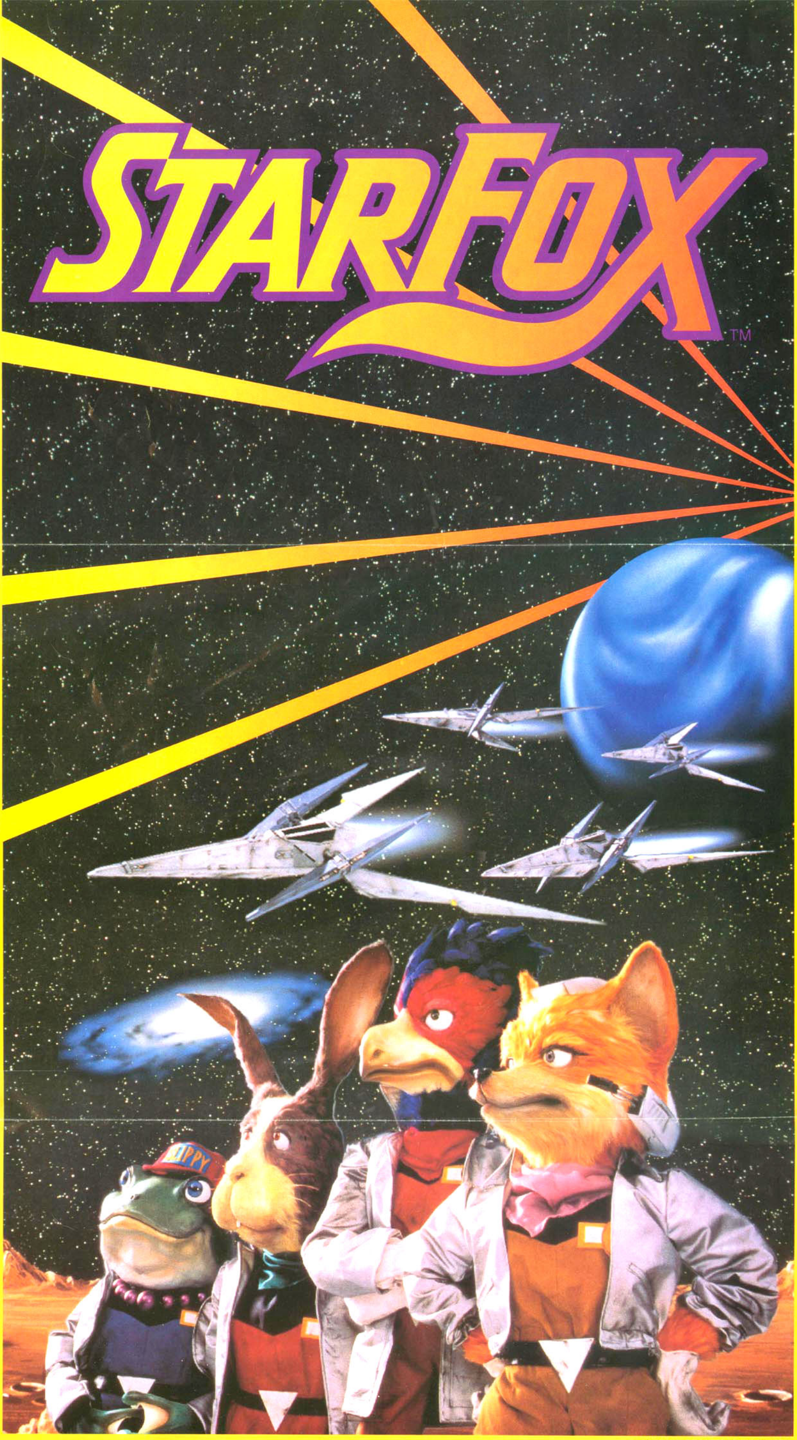


AREA 5·6

MORE ITEMS!

Pugsley has two more items left to get on his wacky scavenger hunt. Jump down to the basement to find Normal Underwear and then raid the Icebox to find the Magician's Gloves. It only gets harder!

As you might expect, the Icebox is full of . . . ice! It's also stocked full of spine-chilling enemies, too. Warm it up, Pugsley!


STARFOX™
SLIPPY

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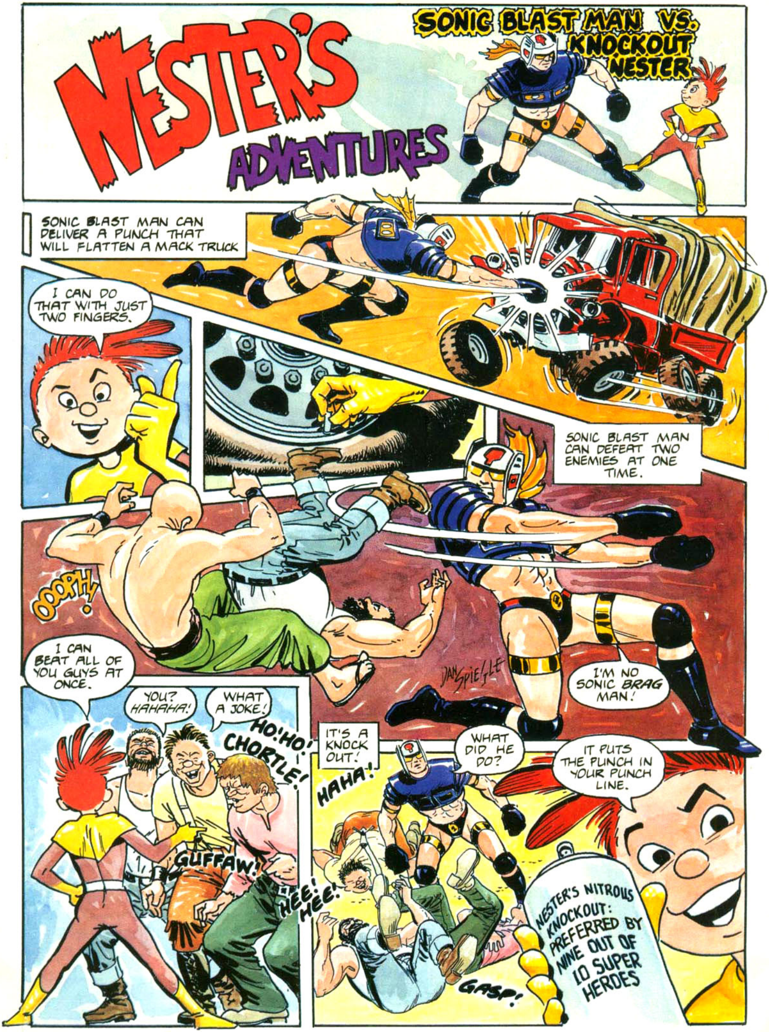
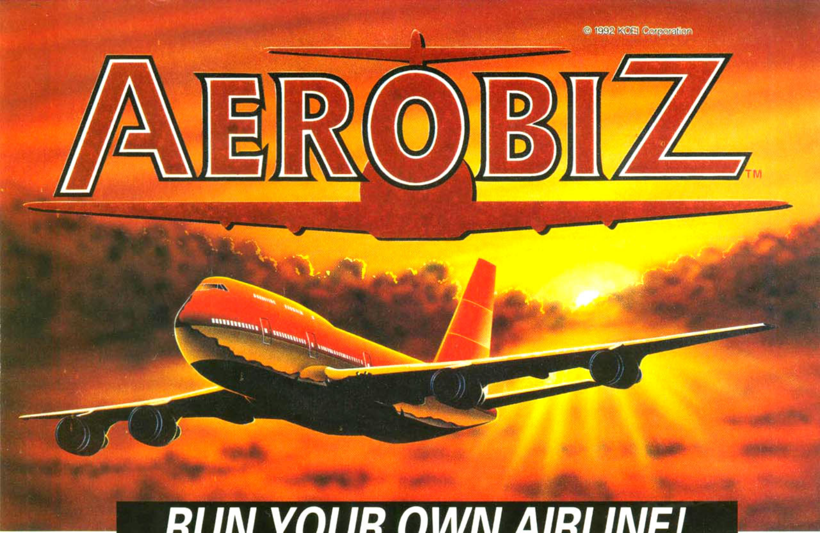
COMING SOON TO YOUR SUPER NES FROM NINTENDO

NINTENDO POWER®


NESTER'S ADVENTURES
SONIC BLAST MAN VS. KNOCKOUT NESTER
SONIC BLAST MAN CAN DELIVER A PUNCH THAT WILL FLATTEN A MACK TRUCK
I CAN DO THAT WITH JUST TWO FINGERS.
SONIC BLAST MAN CAN DEFEAT TWO ENEMIES AT ONE TIME.
OOOPH!
I CAN BEAT ALL OF YOU GUYS AT ONCE.
DAN SPIEGLE
I'M NO SONIC BRAG MAN!
YOU? HAHAHA!
WHAT A JOKE!
HO!HO!
CHORTLE!
GUFFAW!
HEE! HEE!
IT'S A KNOCK OUT!
HAHA!
WHAT DID HE DO?
IT PUTS THE PUNCH IN YOUR PUNCH LINE.
NESTER'S NITROUS KNOCKOUT: PREFERRED BY NINE OUT OF 10 SUPER HEROES
GASP!


© 1992 KOEI Corporation

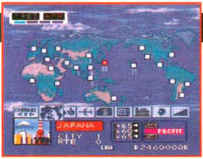
AEROBIZ™

RUN YOUR OWN AIRLINE!

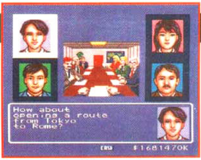
Koei has long been known for their long, drawn-out, rice-buying role playing games like Nobunaga's Ambition. Aerobiz is different. It's really fun, it doesn't take an eon to complete and there's not a grain of rice to be found! Just lots of jet planes. The object is to connect major cities around the globe with commercial flights. Like in the real business world, there are many variables that affect your company's performance. Can your airline survive?

WHERE TO, BOSS?

The balance between opening new routes, investing capital, buying new planes and dealing with rival airlines will keep you busy throughout the entire game. Your company's fate is truly in your hands.

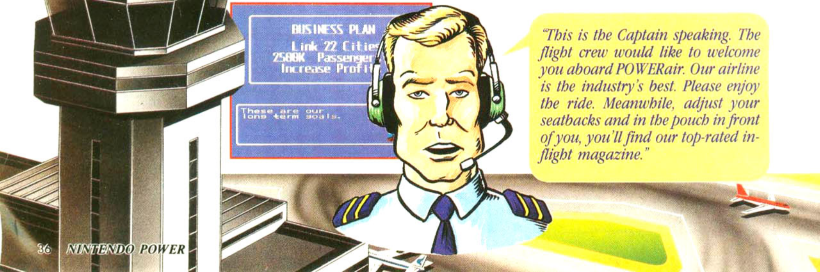

JAPANA
CITY 1
RTE 0
PROFIT
CASH $2460000K

Tokyo has been chosen as the home base for this particular airline.


How about opening a route from Tokyo to Rome?

CASH $1681470K

You may consult with board members on a regular basis to receive advice and tips.


BUSINESS PLAN
Link 22 Citie
2500K Passenger
Increase Profi

These are our long term goals.

"This is the Captain speaking. The flight crew would like to welcome you aboard POWERair. Our airline is the industry's best. Please enjoy the ride. Meanwhile, adjust your seatbacks and in the pouch in front of you, you'll find our top-rated in-flight magazine."

FIRST QUARTER

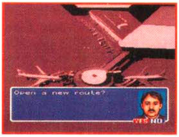
What you accomplish in the first three months of operation are critical to your airline's survival. You may choose one of two scenarios and set the difficulty level for the game. Don't be afraid to lay out large sums of cash for equipment. You'll need many planes.

"See if you can handle this scenario."

1983-2015
1-Player game
Tokyo headquarters
Beginner level

OPEN ROUTES

Open routes to the cities that have available slots. Buy short to mid-range jets to cover the routes.



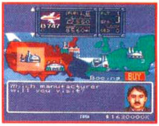
Open a new route?

Connect as many cities as you can with available planes and routes.

A jet airliner takes off from the Tokyo base on a brand new route.

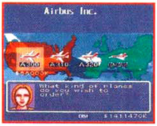
BUY PLANES

When buying planes, match the needs of your routes to the specifications of the planes. Consider passenger capacity, range, price and fuel efficiency when making purchase decisions. Buy as many Airbus A300's as you can.



Which manufacturer will you visit?

Boeing makes superior planes, but they can be costly. Go with Airbus.



Airbus Inc.

What kind of planes do you wish to order?

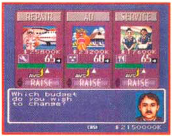
The Airbus A300 jet is just what your fledgling airline needs.

10 A300s were delivered.

Three months after they were ordered, the A300's were delivered.

AIM HIGH

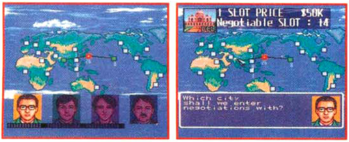
You'll have to spend money in order to make money. Don't skimp with your Repair, Ad and Service budgets. Check them often and keep all three of them above the Average level.



Which budget do you wish to change?

NEGOTIATE

Your airline has hired three managers to handle the task of negotiations for routes to various locations around the globe. It's a very good idea to keep them busy. Don't overbuy slots on your routes. You may end up giving them back and wasting money.



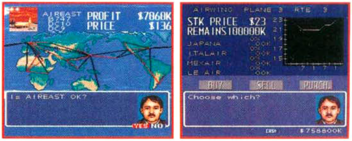
1 SLOT PRICE $50K
Negotiable SLOT : 14

Which city shall we enter negotiations with?

Delhi has 14 slots available. You won't need or be able to use that many unless Delhi becomes one of your hub cities.

BUY STOCK

If the battle heats up between rival airlines, a deciding factor in which airline will eventually come out on top is the amount of stock owned. Buy some cheap stock as an investment and monitor the growth of your investment throughout the game. Buy and sell as needed.



AIREAST PROFIT $7060K
PRICE $136

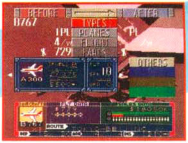
Is AIREAST OK?

AIRWING PLANE 3 RTE 3
STK PRICE $23
REMAINS 100000K

Choose which?

Don't buy any **AIREAST** stock, go for something much cheaper and more stable like **AIRWING**. Buy 1000-2000 shares to start.

SECOND QUARTER



Initially, you deployed the planes that were given to you. Now, the A300's that you purchased in the First Quarter have been delivered. Replace the larger, less economical planes with A300's. You'll use the larger planes for longer routes when you open them up. The Second Quarter should end quickly.

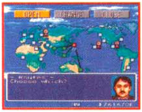
THIRD QUARTER

"This is the Captain again. We're encountering a bit of turbulence. Not only here in the air, but in the industry as well. Buckle up for safety."

Your negotiators are hard at work and more routes will be opening up for you to put planes on. You'll want to construct hubs in a few major cities and branch out from there.

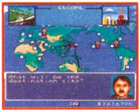
OPEN ROUTES

The goal of supremacy in the airline business can't be achieved if you don't connect all available cities. Over time, with shrewd negotiations and careful flight planning, your goal will be realized.



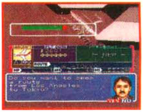
- Routes -
Choose which?

Los Angeles has 11 slots open. This will be an excellent city for a hub.



What will be the destination city?

First, you have to connect Los Angeles with a flight from Tokyo.

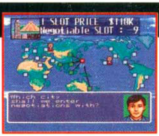


Do you want to open a route from Los Angeles to Tokyo?

Of course you want to open the route! Elevate the fare for a while.

NEGOTIATE AND BUILD

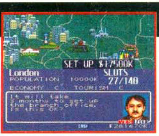
When you decide where to build a hub, you should begin construction immediately. Los Angeles, New York, London and Paris are all excellent choices. Set up one branch office at a time and then establish routes from each new hub.



1 SLOT PRICE $110K
Negotiable SLOT : 9

Which city shall we enter negotiations with?

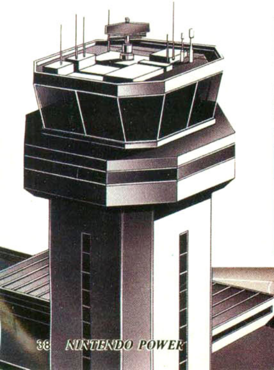
Don't negotiate with Mexico City until you have a hub in LA or New York.



SET UP $17500K
London SLOTS
POPULATION 10000K 27/148
ECONOMY C TOURISM C

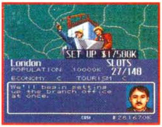
It will take 3 months to set up the branch office. Is this OK?

If you've got the cash, set up a new hub. London is an excellent location!



BRANCH OUT

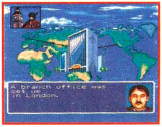
When looking at sites for branch offices, consider each city's population, economy and tourism ratings. World events like the Olympic games play an important role in the tourism ratings. Wars and harsh economic problems will also play a role in the ratings. Events in the game reflect real world events.



SET UP $17500K
London SLOTS
POPULATION 10000K 27/148
ECONOMY C TOURISM C

We'll begin setting up the branch office at once.

Good move! Now your airline will be able to fly out of London.



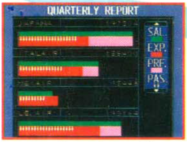
A branch office was set up in London.

$17.5 million is a small price to pay for the opportunity to expand.

FOURTH QUARTER AND BEYOND

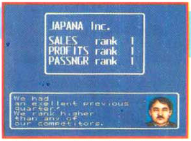
BUILD YOUR EMPIRE

After every quarter, you'll receive an update on the profitability of the airline business. Hopefully, your company will be leading the way. Watch what your competition does and then react to the changes. Remember, if your company falters, you can seek advice from your board members.



QUARTERLY REPORT

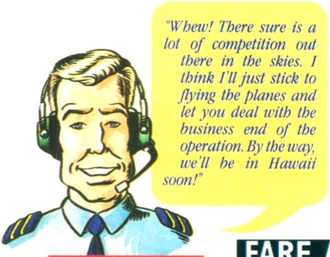
SAL.
EXP.
PRF.
PAS.



JAPANA Inc.
SALES rank 1
PROFITS rank 1
PASSNGR rank 1

We had an exellent previous quarter! We rank higher than any of our competitors.

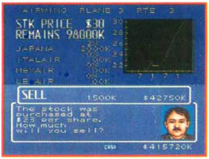
Most excellent news! Your company leads the way in the airline business.



"Whew! There sure is a lot of competition out there in the skies. I think I'll just stick to flying the planes and let you deal with the business end of the operation. By the way, we'll be in Hawaii soon!"

SELL STOCKS FOR BUCKS

The AIRWING stock that you purchased is performing very well and is on the rise. If you are in desperate need of funds, you can sell a portion of it or all of it to receive the profits. However, in this case it would be a wise decision not to sell any. In fact, if you have the funds, go ahead and buy more.



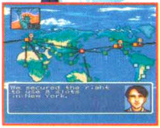
AIRWING PLANE 3 RTE 3
STK PRICE $30
REMAINS 98000K
JAPANA 2% 2000K
ITALAIR 0% 00K
MEXAIR 0% 00K
LE AIR 0% 00K
SELL 1500K $42750K

The stock was purchased at $23 per share. How much will you sell?

CASH $415720K

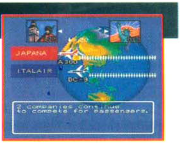
FARE ADJUSTMENT

When two or more airlines open up routes between the same cities, a fare war is likely to ensue. Always charge a lower fare than your competitors.



We secured the right to use 8 slots in New York.

A hub with no open slots isn't going to do your airline much good. Send a negotiator in to open some.



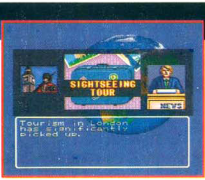
JAPANA
ITALAIR
A300
DC-9

2 companies continue to compete for passengers.

To increase its lead, JAPANA should lower the fare for the flight between London and New York City.

KEEP IN TOUCH

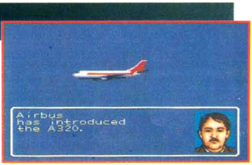
Along with the quarterly profitability reports, you'll also be kept abreast of important world events and breakthroughs in aviation technology. Everything is based on real world events!



SIGHTSEEING TOUR
NEWS

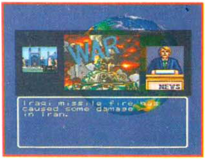
Tourism in London has significantly picked up.

Looks like its a good time to increase the number of flights to London. Build a hotel there, too!



Airbus has introduced the A320.

Technology always pushes ahead. Check out the new airplanes as they are introduced to keep up with it.



Iraqi missile fire has caused some damage in Iran.

Close any open routes to Tehran if war breaks out there. It's very likely to happen. Expect it.

UNSUNG HEROES of the NES

Have you ever wondered if there was a game out there that you may have overlooked? A good game that just slipped right past you while you weren't looking? We're willing to bet that it has happened to most of you. This article deals with NES games that didn't sell nearly as well as we thought they would and the reasons they may not have reached their potentials.

Influences

What influences a person, namely, you, to purchase a video game? It's probably a combination of things. First of all, there's the advertising and marketing efforts. If the TV commercial looks hot, you may be tempted to purchase the game. Does the package appeal to you? Providing that you don't know much about the game, how much can its outward appearance influence you to reach for it and your wallet? Seeing ads in video game magazines really hits home, as well, but, unfortunately, what you see is not always what you get.

Mass people purchased the first Simpsons game, Bart vs. the Space Mutants. Many were disappointed with the odd play control and the overall format of the game. So why did it sell so many copies? Well, for starters, everyone loves the Simpsons. Does this mean that a video game is going to be as good as the TV show? Not necessarily.

How much of your purchase decision is affected by the licensee company's reputation? Are you more likely to purchase a new Capcom, Konami or Nintendo game because of their track records? It's a good bet that the answer is "yes." While this strategy may be fairly safe, sooner or later you'll pass over some great stuff. It takes a little more effort to seek out information regarding less talked about titles, but the results will be worth your while.

There are other sources of information. Reviews in gaming magazines like Nintendo Power give players an opportunity to see what a game is about. Go for a little word-of-mouth information from your friends, too. They won't steer you wrong. Now, what about the influence of a familiar character? Everyone knows they can count on Mega Man and Mario, but how willing are you to take a chance on an unknown video game character? Every hero has to start somewhere!

Advertising, marketing and distribution factors

Large licensee companies can generally afford bigger budgets to promote new releases, but that doesn't necessarily mean that their games are the only games for you. There are many ways to effectively advertise a video game. Television advertising, far and away the most costly method, can reach a tremendous number of potential buyers and also offers an excellent medium for showing off the product. You're probably used to seeing TV ads from companies such as Acclaim, Capcom, Konami and Nintendo for their games. It's common fare. How many times have you seen an ad on TV from a smaller licensee company like American Sammy, Seta or Koei? Can you remember any? The cost of producing a game alone is often enough to deplete a smaller licensee's funds for a project. For example, games like MetalStorm and Vice: Project Doom have no license and low visibility, but what they do have is *play value*.

Another excellent medium for advertising video games is print. Namely, video game magazines. Remember Kemco's "Shift Happens" advertisement for their racing game, Top Gear? The game sold very well. Granted, it was a good racing game, but F-1 ROC is on the same level as Top Gear, and it hasn't sold nearly as well. According to our Power Meter ratings, it should have been a closer race. We certainly applaud Kemco for coming up with such a creative and very effective advertisement. Bravo!

Another extremely important factor in the marketing of a video game is distribution. You can't buy a product that you can't find. Smaller licensee companies often have difficulty getting their products on the shelves of large retailers. It's likely that a game from a smaller licensee company will have to have a very strong pre-release demand to obtain a spot in the video game displays of retail giants like K-Mart and Wal-Mart. It may take a little detective work on your part to find some of these less talked about games, but in the end, it'll be worth the effort. The games that we'll be discussing here have all been on the market for well over a year. Some of them may be difficult to locate in stores. However, you can always call the licensee companies who produced them. They may be able to help.

Let's take a brief look at several games that may have suffered from a lack of marketing support and lack of good distribution.

MetalStorm

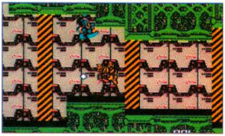
by IREM

Released: September 1990

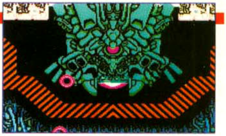
Action

Password feature

MetalStorm could possibly take the award for the "Unsung Hero" of NES games if there were an award given out for that. Since there is no such award, you'll have to trust us. A factor that contributed to MetalStorm's low profile is that it did not have good distribution. MetalStorm has great play control. It also has very inventive play control. A robot that can manipulate its gravitational orientation is the main character. The best marketing support this game received was when it was featured on the cover of Nintendo Power (Volume 22). The game was also given a 12-page feature review in the very same issue. The game is challenging, but not extremely difficult to play. The space/robot theme is a tried and true format, but you have to admit, it does lend itself very well to video games.



The M-308 robot character in MetalStorm is very easy to control. It can change its gravitational orientation in mid-air. This makes for interesting play.



The bosses in MetalStorm are interesting and diverse. Various attack patterns will have to be executed in order to assail the mechanical obstacles.

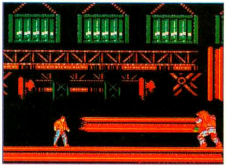
Vice: Project Doom

by American Sammy

Released: November 1991

Action

Here's another game that appeared on the cover of Nintendo Power and was given a 12-page review (Volume.24). The 11-stage sci-fi adventure game had lots of action to offer, but there weren't a lot of stores who offered it for sale. The distribution of this game was anything but great. Unfortunately, American Sammy doesn't have the ability to muscle their product onto the shelves of many major retailers. Another important factor contributing to the game's weak sales statistics is that the game was released several months after it received the magazine coverage. Volume 24 was the May 1991 issue. Oops! When the game was finally released, about half a year later, many people had forgotten about it. This is also approximately the time when the Super NES was being eagerly awaited by many NES owners. Saving up cash for the Super NES was much higher on the priority list than giving a new NES game a try. Getting back into the game itself, the storyline is fantastic. The variety of the stages also makes for an enjoyable play. Next time you fire up your NES, keep this one in mind.



The graphics in Vice: Project Doom aren't anything to write home about, but the play control is quite good.

River City Ransom

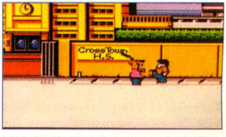
by American Technos

Released: January 1990

Adventure

Password feature

Two major things contributed to the downfall of American Technos' River City Ransom. First of all, the distribution of the product wasn't very good. Secondly, and possibly a more important factor, the game seemed to succumb to competition from other games, namely Double Dragon. It's ironic that Tradewest markets Double Dragon, but American Technos developed it. In essence, they ended up competing with themselves! Recently, they released a new NES title called Crash 'N the Boys: Street Challenge and are busy working on Super NES projects. American Technos *did* manage to put out a pretty good game when they released River City Ransom. Ryan and Alex, the main characters in the game, are out to clean up the city and the local high school. Good graphics and great fight sequences are high points in this brawling action game.



It looks like Alex is starting to clean up the trash out in front of Cross Town High School.

The competition. Timing is everything!

Kickle Cubicle, Solar Jetman, Little Nemo the Dream Master and Maniac Mansion, all good games, were released in the month of October in 1990. During the same time period, Castlevania III and Dragon Warrior II were released. It was likely that most NES users would have been familiar with Dragon Warrior and the popular Castlevania series, so the follow-up games enjoyed strong sales while the others faltered a bit.

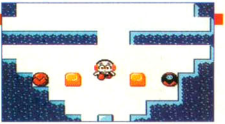
It's safe to assume that most people don't go around buying every game they see. They may just get one and then wait until they master it before going back to the store to get another one. That's perfectly fine, but by the time the person finally went back to the store to find another hot title, Dr. Mario, Mega Man III and TMNT II had all been released and the first four games we mentioned here were passed over.

On a similar note, MetalStorm was released in February of 1991. During the same month we saw the release of Adventure Island II, Double Dragon II and Bart vs. the Space Mutants. Unfortunately, Irem's MetalStorm was also likely to be passed over in favor of the titles with more "name" recognition. For those of you who are currently searching high and low for an older NES title, try calling the licensee for some help with your search.

Kickle Cubicle

by IREM
Released: October 1990
Puzzle/Action
Password feature

Here's another really good game from Irem that rates fairly high as far as puzzle games go. It's fun for all ages, although the main character, Kickle, has a definite "younger" appeal. The storyline is another one of those "rescue the princess and save the world" kind of things, but if you put those things aside, Kickle Cubicle really shines. The initial levels in the game are easy, but the difficulty level steadily increases throughout the game. New enemies are introduced as you progress, too. A password feature is included and, if your game ends, you are allowed to Continue as many times as you like.



Each stage brings a new icy layout for Kickle. Freeze enemies and build bridges to rescue the people trapped in red Dream Bags.

Solar Jetman

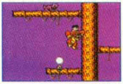
by Tradewest
Released: October 1990
Action
Password feature

The play control is what differentiates Solar Jetman from other games in which you have to pilot a spaceship. It's really cool, but if you happen to get a bit overzealous with the boost button, you're likely to get caught up in the gravitational pull of the planet and crash your spaceship. The play control is rather touchy, but once players get the hang of it, they're cruising around the 13 planets with the best of 'em! A six-page review in Volume 18 was the extent of the Nintendo Power coverage given to the game. It may have been an oversight on Nintendo Power's behalf not to give the game more space. The game doesn't have much in the way of name recognition, but that fact shouldn't stop you from playing it!

Little Nemo The Dream Master

by Capcom
Released: October 1990
Action
Password feature

To the visionaries who purchased this game when it was first released: Good call! Not many people know about Little Nemo, but more people should. This game is also in the running for the "Unsung Hero" award and could possibly beat out MetalStorm. Seeing that it's a Capcom game should prompt a potential purchaser to investigate a bit further. Check out the review in Volume 18 to see what the adventure is all about. At a glance, Nemo seems to appeal to a younger player, but the level of difficulty certainly is appropriate for more experienced players. It's an excellent game.

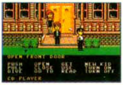


This big Gorilla is just one of the animal allies Nemo can use in his dream quest.

Maniac Mansion

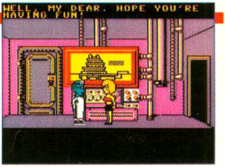
by Jaleco
Released: October 1990
RPG
Battery save feature

The cover of Volume 16 was adorned with the characters and setting for this cool RPG. Final Fantasy may have garnered more attention from RPG fans, but the PC-ish Maniac Mansion, with its weird characters and wacky attitude, certainly deserves a look.



OPEN FRONT DOOR

Razor, Dave and Bernard are just three of the characters with which you can choose to search the maniacal mansion.



WELL, MY DEAR. HOPE YOU'RE HAVING FUN!

Uh-oh. Crazy Nurse Edna has caught Razor. Check out those high-top shoes she's wearing. Weird!

Packaging

Many consumers have laid their trust on the strength of a game by what they can see on the outside of the package. Don't judge a book by its cover and don't trust box art. It can go either way. A poor game can have great box art and a great game can have poor artwork on the package. A good example of this is the first Mega Man game from Capcom. Compared to the packaging from recent Mega Man games, the first one was pretty lame. However, the game ruled. A lot of people now want the original Mega Man game. Capcom re-released the game largely because of consumer demand. Maybe it was initially passed over because consumers weren't compelled to grab it off the shelf and take it to the cash register.

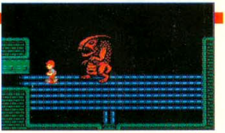
Licensing and character recognition

OK, who would you choose? Little Kevin McCallister from Home Alone or some kid named Mike Jones? If you said "Mike Jones," you're pretty smart and a true Nintendo fan. Home Alone is a very strong seller despite the fact that it isn't an outstanding game. The same can be said for the Simpsons' NES games, too. Everyone tends to feel safe with what they know. It's OK—it's natural. However, a poor game with a fantastic license is still a poor game. When making a purchase decision, try to look "past" the license to get to the heart of the game and ask yourself, "Will I really enjoy playing it?" Here are some games that don't feature a popular, licensed character, but nonetheless deserve a closer look.

StarTropics

by Nintendo
Released: January 1991
Adventure
Battery save feature

A boy named Mike Jones is the hero of this adventure, but he didn't receive what Nintendo would call a hero's welcome. This game could have been a blockbuster if it had a popular character in the starring role. Mike's yo-yo is the only weapon he has to protect himself for most of the game. StarTropics aptly combines elements of action and role-playing in the adventure. The play control is a bit awkward, but it doesn't take much time to get over that and to get used to it. The action gets fierce for Mike in the final stages of the game. Give it a try!



In this area, Mike confronts Zoda, the Prime Evil, for the first time. He'll face him again very soon.

Rockin' Kats

by Atlus Software
Released: September 1991
Action
Password feature

More inventive play control is waiting for you in Rockin' Kats. The main cat, Willy, is a total no-name character. He's certainly no Chester Cheetah or Tom from Tom & Jerry, but Willy is on the ball and *does* have some really cool moves at his disposal. His best ally and main weapon is a gun loaded with a retractable boxing glove. The boxing glove also acts as a grappling hook and allows Willy to make some outstanding moves. Rockin' Kats is another game that you may have to search high and low for at various retail locations.

Snake, Rattle & Roll

by Nintendo
Released: July 1990
Action

This game lacks a certain degree of visibility. The snake character isn't one that anyone recognizes or would automatically be interested in. The play control is tricky to learn, mostly because the snake moves diagonally, but in actuality, the control is very precise. People who love puzzle and action games should enjoy every level in this game.

Blaster Master

by Sunsoft
Released: November 1988
Adventure

Sunsoft should have stuck a licensed character in Blaster Master. In relation to its release date, the graphics are great! The action switches between side-scrolling stages and stages that have a Zelda-ish view. If you look for Blaster Master in stores and can't find it, you might want to give Blaster Master Boy a try on your Game Boy!

Shadowgate/Déjà Vu

by Kemco-Seika

These two role-playing games generated a huge number of calls to the Nintendo Game Play Counselors. They have many puzzles to solve and you'll often have to retrace your steps, so they're difficult games. The graphics and sound are nothing to speak of, but the value of these games comes in the challenge factor. They can be frustrating for action game fans, but to everyone else, these two games should score high marks!

You make the call!

Don't end up buying a game you won't like. Take some time and seek out sources of information other than TV commercials, box art and packaging information to find out about a game before purchasing it. Check out Nintendo Power for reviews. Give the licensee a call. See if there's an in-store display, etc. Also, speaking of stores, go to many. You'll be able to see more of the games that are available and you'll also be able to find the best prices. Taking these steps will help you to find a game that you'll really enjoy.

CLASSIFIED INFORMATION

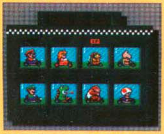
NINTENDO TOP SECRET POWER

SUPER MARIOKART™

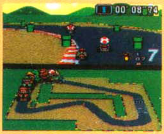
FROM AGENT #001

Mini Kart Racer

When you are racing in the Mario Kart GP mode of this wild race game, you can shrink and slow down the opposing racers by using the Lightning Bolt. If you're looking for a real challenge, you can shrink your own character and race against a field of giant racers. This code can be entered only when you are racing on one of the Mario Kart GP circuits. At the beginning of the Mario Kart GP, on the Character Select screen, press and hold the Y Button then press the A Button. Your character will shrink in size to less than half of his or her normal size. The mini racer handles better than its normal counterpart but runs the risk of being squashed by the other giant racers. When you are squashed, you will automatically go back to last place and lose most of your coins. If you can win all of the circuits when you are small, you are quite the racer!



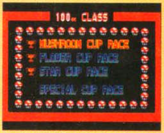
On the character select screen before the Mario Kart GP, hold Y then press A.



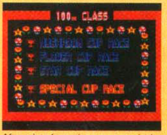
The mini racer handles a little better, but runs the risk of being squashed.

Secret Class

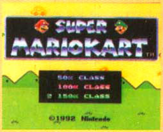
If you're an accomplished Super Mario Kart driver, you can climb into a bigger-than-before racer by revealing the 150cc Class. After you win the Gold Cup in the three standard circuits (Mushroom Cup, Flower Cup, and Star Cup) in the 100cc Class, you will be able to join the race for the 100cc Special Cup. Soar through this circuit and capture the Gold Cup. After the awards ceremony, you'll be able to challenge the other Super Mario Kart racers in the very competitive 150cc Class.


100cc CLASS
MUSHROOM CUP RACE
FLOWER CUP RACE
STAR CUP RACE
SPECIAL CUP RACE

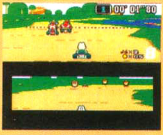
Win the Gold Cup in the first three circuits, then race for the Special Cup.


100cc CLASS
MUSHROOM CUP RACE
FLOWER CUP RACE
STAR CUP RACE
SPECIAL CUP RACE

After a lot of practice, you can win the Gold on the Special Cup.


SUPER MARIOKART
50cc CLASS
100cc CLASS
150cc CLASS
©1992 Nintendo

After the awards ceremony, you will be able to race in the 150cc Class.



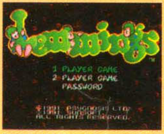
Anything goes in this ultra-challenging race. Give it your best shot!

Lemmings

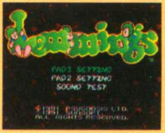
FROM AGENT #649

New Options

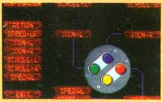
You can listen to the sounds or adjust the controller functions of this puzzler, by accessing an option screen. When the title screen appears, press and hold the Select Button then press the Start Button. A list of three options will appear. The first two allow you to reassign the buttons and their functions on the two controllers. The third option allows you to enter the Lemmings Sound Test Mode.


Lemmings
1 PLAYER GAME
2 PLAYER GAME
PASSWORD

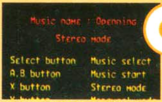
Press and hold Select, then press Start.


Lemmings
PAD1 SETTING
PAD2 SETTING
SOUND TEST

You can choose from three options.



Adjust the controls with the "Pad Setting" option.



```
Music name : Openning
Stereo mode
Select button   Music select
A,B button      Music start
X button        Stereo mode
```

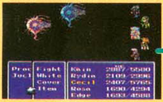
The Sound Test comes with instructions.

FINAL FANTASY II

FROM AGENT #832

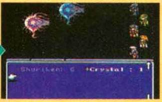
Double Your Arsenal

Money will no longer be a problem with this great trick. It allows you to make a duplicate of any weapon that you can equip! First make sure that the weapon you want to duplicate is equipped by one of your characters. When it is that character's turn to fight in a battle, select the ITEM option. Select any blank spot on your Items list, press your A Button, then select the weapon in your hand and press the A Button again. The weapon should now be on the items list. Press your B Button to return to the battle, then run away. Next, go to the EQUIP option and equip the same weapon that you dropped before. It will split and you will have two of them in your hand! You can sell off the extra weapons for cash.



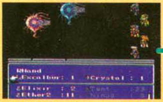
```
Proc  Fight   Kain   2887/5500
Jocl  White   Rydia  2109/2996
      Cover   Cecil  2407/5765
      Item    Rosa   1690/4294
              Edge   1693/4588
```

In combat, select the ITEM option instead of fighting.



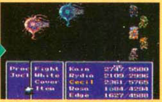
```
Shuriken  6   Crystal : 1
```

Press B while pointing at an empty space in your character's inventory.



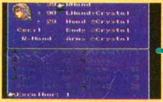
```
RHand
Excalibur : 1   Crystal : 1
Elixir  : 2
Ether2  :11
```

Press B while pointing at an item in the same character's hand.



```
Proc  Fight   Kain   2747/5500
Jocl  White   Rydia  2109/2996
      Cover   Cecil  2361/5765
      Item    Rosa   1684/4294
              Edge   1627/4588
```

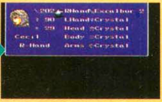
Go back to the battle screen and hold the L and R Buttons to run away.



```
        RHand
   90   LHand Crystal
   29   Head  Crystal
Cecil   Body  Crystal
R-Hand  Arms  Crystal

Excalibur: 1
```

Immediately choose the Equip option and place the same weapon in your fighter's hand.



```
  202   RHand Excalibur 2
   90   LHand Crystal
   29   Head  Crystal
Cecil   Body  Crystal
R-Hand  Arms  Crystal
```

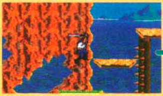
During the transfer from the Items list to your fighter's hand, the weapon will split in two!

SKULJAGGER

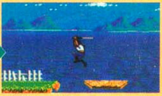
FROM AGENT #710

Secret Ending

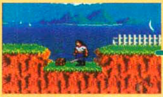
This pirate action game contains many hidden areas and tricks, so you are going to have to explore everywhere. Our agents found a secret exit in Chapter 1, Part 1. From the beginning of the chapter, work your way to the right until you get to the end of the second set of green cliffs. Jump onto the rising platform and ride it up to the next platform. Ride the second platform all the way to the top of the cliff and jump to the left. Work you way left until you see a box down in a hole. When you pick up the box, you will enter the Secret Zone that will lead you to a second exit.



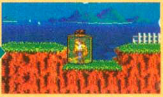
Work your way to the end of the second set of green cliffs.



Ride the platforms to the top of the cliffs.



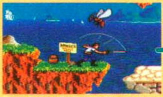
Work your way to the left until you see a box in a hole.



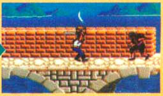
Stand next to the box and press the Y Button and you'll enter a Secret Zone.

Fantasy Zone

After you have found the Secret Zone described above, you will be able to find a Fantasy Zone that is filled with emeralds. From the beginning of the Secret Zone work your way right until you find a barrel next to a danger sign. Stand next to the barrel and hold down the Y Button to pick it up and carry it. Work your way to the right holding the barrel and throw it at the first Black-Mask that you see. When you hit him you will be warped into the Fantasy Zone.



In the Secret Zone, pick up the barrel that is next to the Danger sign.



Throw the barrel at the first Black-Mask on the bridge.

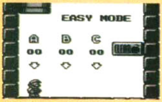
CLASSIFIED INFORMATION

SUPER MARIO LAND 2 6 Golden Coins

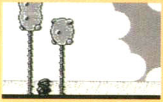
FROM AGENT #323

Easy Time in Mario Land

In this new Game Boy hit, we have found an easy mode that is great for beginners. Some of the areas in the game can be very tricky. If you are having trouble in a particular area, go ahead and reset your game. When you enter the pipe room at the beginning of the game press the Select Button. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.



To enter the Easy Mode, press Select when you are in the Pipe Room.



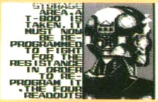
There are fewer enemies for you to run into in the Easy Mode of the game.

TERMINATOR 2 JUDGMENT DAY

FROM AGENT #301

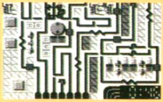
Slow Time Down

During Stage Three of this fast-paced action game, you must rewire one of the Terminators that you have captured. You have about 50 seconds to finish each of the three circuit boards. To give yourself enough time to do the job right, hold down the Select Button while you are working on it. Your time will still run down but at only one tenth of the speed it did before. When you are finished fixing each circuit board, release the Select Button to move on to the next one.



STORAGE AREA A T-800 IS TAKEN. IT MUST NOW BE RE-PROGRAMMED TO FIGHT FOR THE RESISTANCE IN ORDER TO RE-PROGRAM IT •THE FOUR READOUTS

Rewiring the circuitry of the Terminator is tricky, so work fast.



While you are working on the circuitry, hold Select to slow down the clock.

The ADVENTURES of ROCKY AND BULLWINKLE

FROM AGENT #931

Weird Warp

This code will allow you to join our heroes Rocky and Bullwinkle in some of the later stages of their quest. As soon as you start the game, press the buttons on Controller II in the following order: B, A, A, Start, A, B, B, A. Once you have entered this code, you will warp to another stage whenever you press the B Button on Controller II . You will be invincible when you start playing, but you won't be able to jump anymore. This code is good for previewing some of the stages, but if you want to finish the game, you are going to have to play without the code.

At the start on Controller II, press B, A, A, Start, A, B, B, A.

When you press B on Controller II, you will warp to a different stage.

You will be invincible to the enemies' attacks but you won't be able to jump!

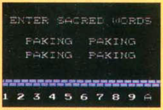
Preview some of the levels, then finish the game without the code.

Kid Icarus

FROM AGENT #627

Special Password

Finishing this classic game for the NES can be very difficult. Agent #627 has sent us her secret for finishing the game with ease. Before you start playing, enter the following password: PAKING PAKING PAKING PAKING. You will start in Stage 3-4 with the Sacred Bow, unlimited potions, 73 feathers, 999 hearts and all kinds of other nifty things. With all this great equipment, you should make short work of this game! Good work, Agent #627.

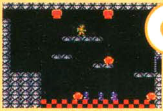


ENTER SACRED WORDS

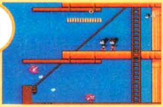
PAKING PAKING
PAKING PAKING

1 2 3 4 5 6 7 8 9 A

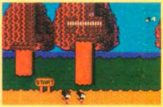
Enter this password before you start playing the game.



You will start in Stage 3-4 with enough equipment to finish the game.



Hold Select and Down and press Start to reach the Pirate Ship.



Hold Select and Left and press Start to reach the Woods Stage.

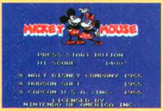
MICKEY
MOUSE

■ FROM AGENT #449

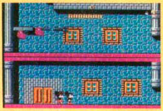
Stage Select

Although this game has been out for a long time, it has is a code that eluded our agents until now. Agent #449 was deep undercover when this code was discovered. The code will allow you to take Mickey to any of the later stages in the game. On the title screen hold the Select Button and one of the four directions on the Control Pad. Each direction will take you to a different stage. Keep holding these buttons and press the Start Button to begin the game. The list below shows where each direction on the Control Pad will take you. This is a fun way to skip around in the game and play the stages you want.

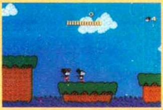
UP	Castle Stage
RIGHT	Ocean Stage
DOWN	Pirate Stage
LEFT	Woods Stage



If you enter the code on the title screen you can go to any of the stages.



Hold Select and Up and press Start to go to the Castle Stage.



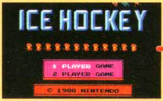
Hold Select and Right and press Start to go to the Ocean Stage.

ICE HOCKEY

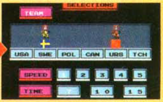
■ FROM AGENT #921

Frictionless Puck Code

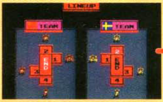
This code is a great way to breath new life in to one of your classic games. When you enter the code, the puck will not slow down until it hits one of the players or someone makes a goal. On the title screen, press the Start Button then select the teams that you want to play with. Make sure that you do not press the Start Button after you select the teams. Hold the A and B Buttons on both Controllers. While you are holding these buttons, press the Start Button on Controller II. When you start playing, the friction will be gone and the puck will go flying around the rink. Try this code out when you are playing against a friend or the computer.



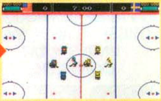
To play with a frictionless hockey puck, first press Start on the title screen.



Select your favorite teams, but do not hit the Start Button a second time.



Hold A and B on both Controllers then press Start on Controller II.

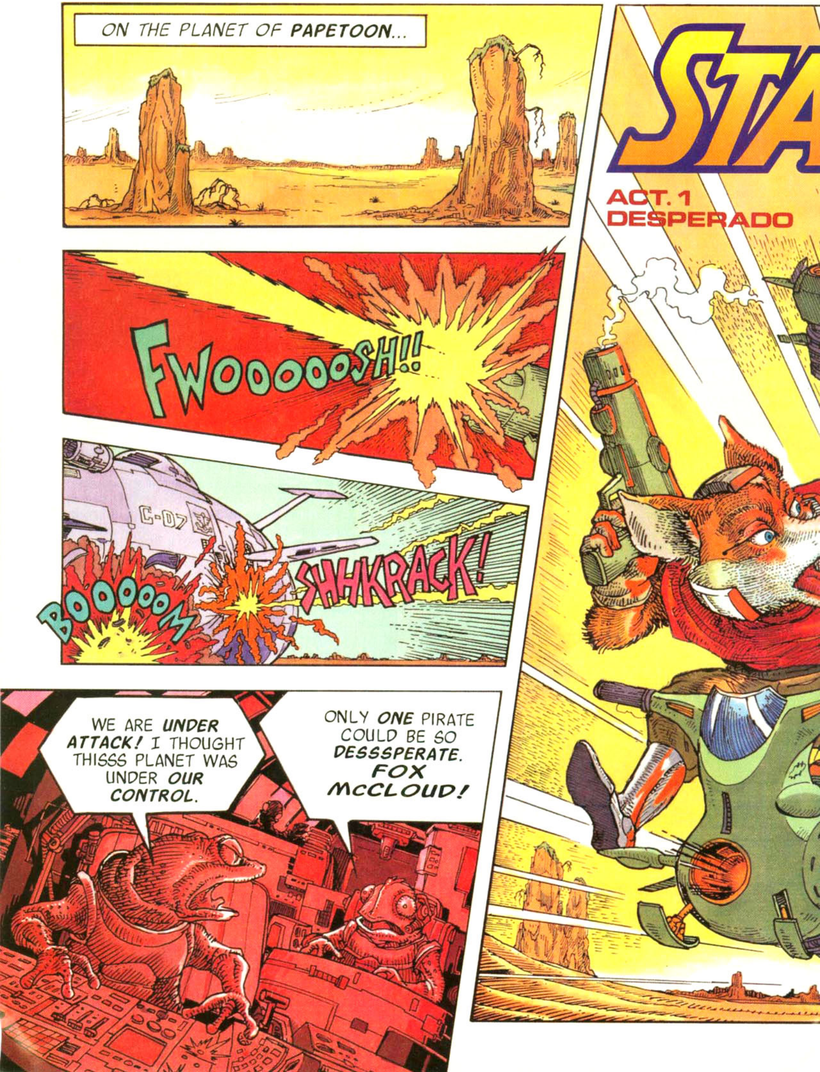


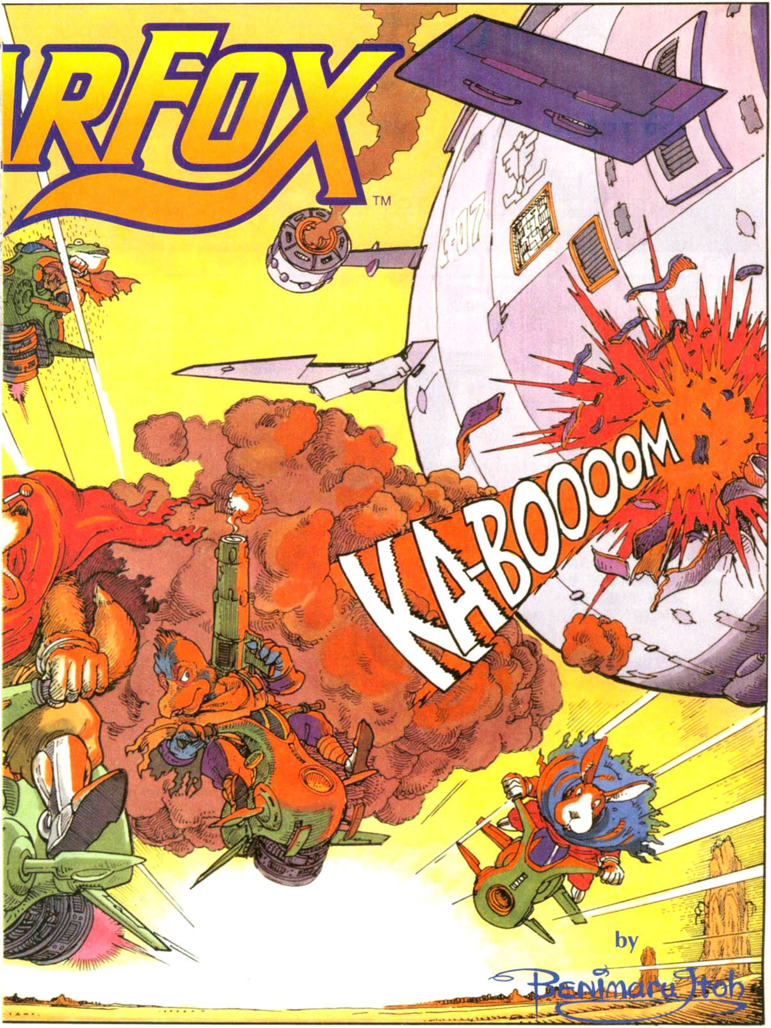
The puck won't stop unless it hits a player or someone makes a goal.

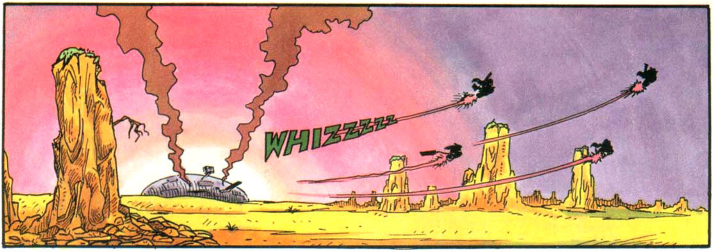
WANTED: SPECIAL AGENTS

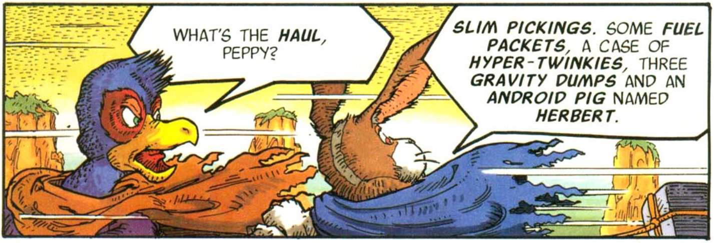
A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

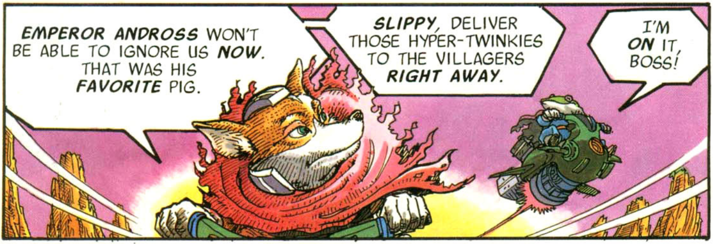
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

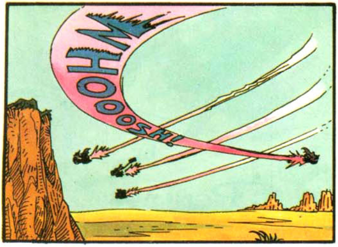

ON THE PLANET OF PAPETOON...
FWOOOOOOSH!!
C-07
SHHKRACK!
BOOOOOOM
WE ARE UNDER ATTACK! I THOUGHT THISSS PLANET WAS UNDER OUR CONTROL.
ONLY ONE PIRATE COULD BE SO DESSSPERATE. FOX McCLOUD!
STA
ACT. 1
DESPERADO

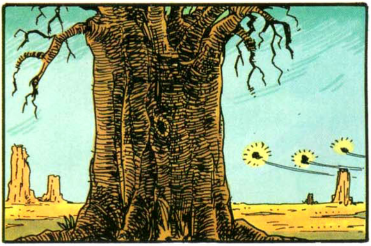

RFOX
TM
S-07
KA-BOOOOM
by
Benimaru Itoh

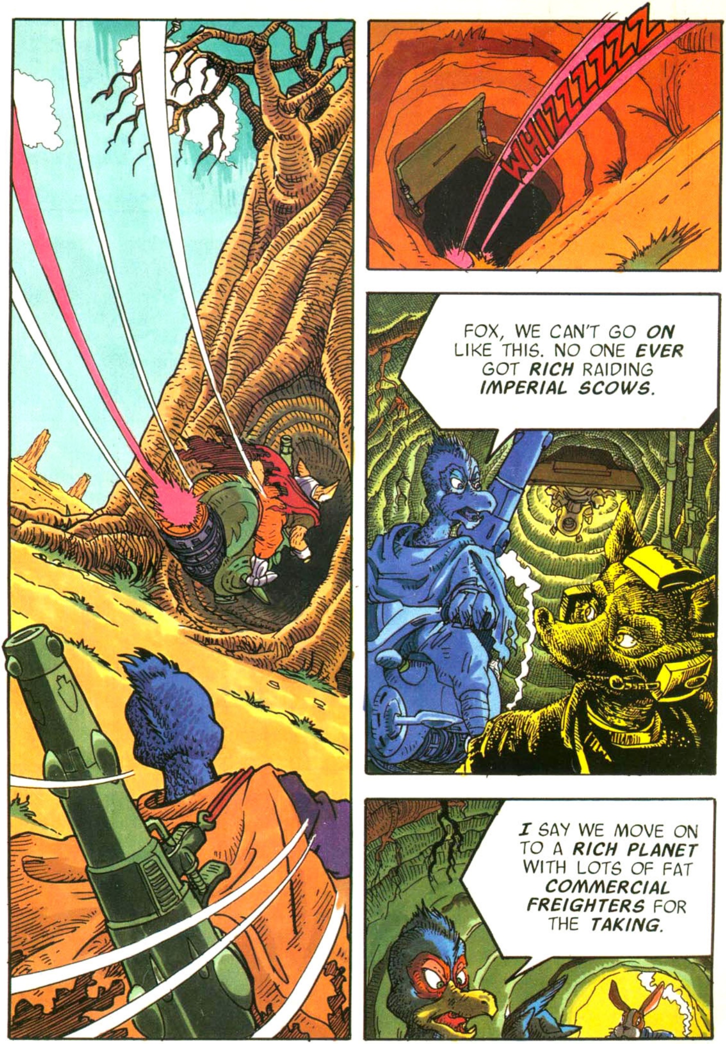

WHIZZZZZZZ

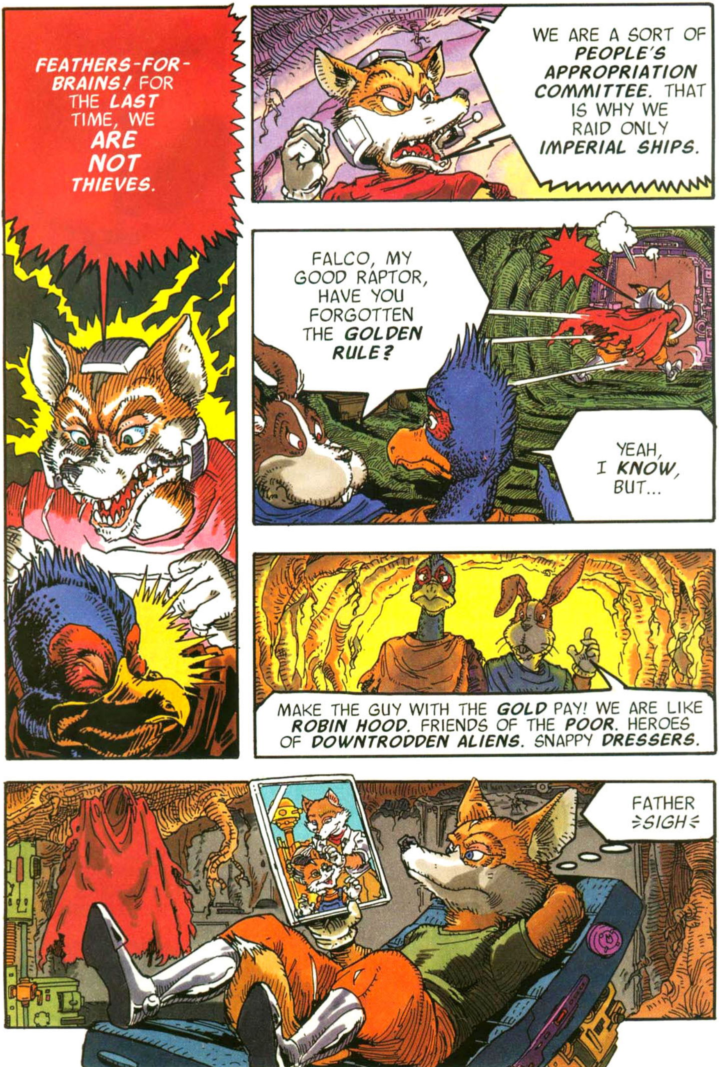

WHAT'S THE **HAUL**, PEPPY?
SLIM PICKINGS. SOME ***FUEL PACKETS***, A CASE OF ***HYPER-TWINKIES***, THREE ***GRAVITY DUMPS*** AND AN ***ANDROID PIG*** NAMED ***HERBERT***.

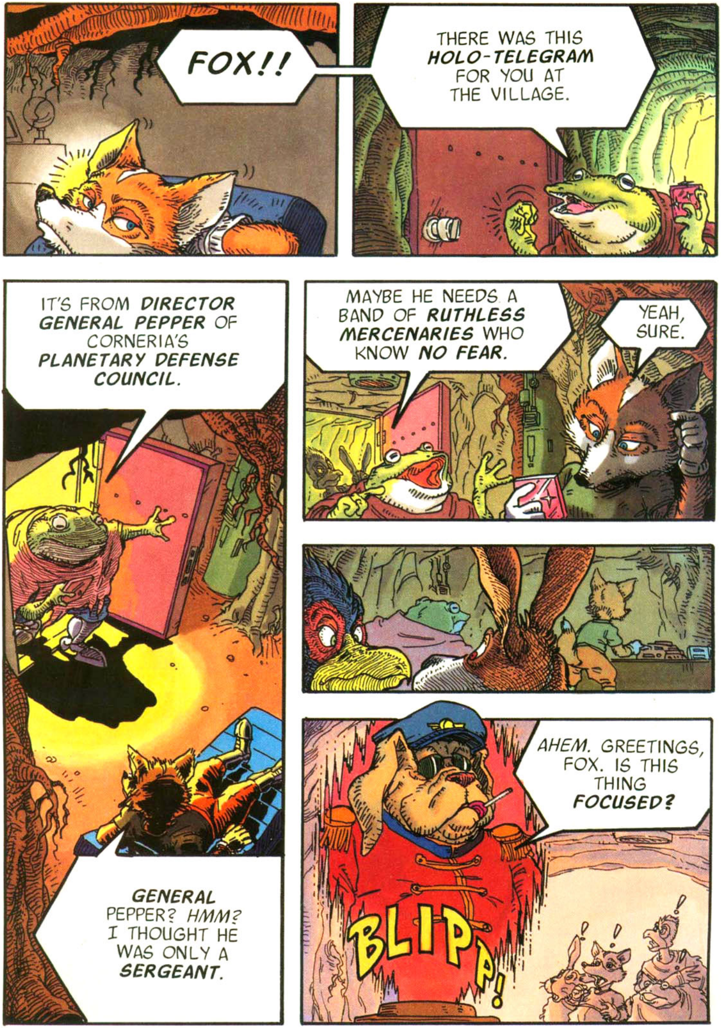

EMPEROR ANDROSS WON'T BE ABLE TO IGNORE US ***NOW***. THAT WAS HIS ***FAVORITE*** PIG.
SLIPPY, DELIVER THOSE HYPER-TWINKIES TO THE VILLAGERS ***RIGHT AWAY***.
I'M ***ON*** IT, BOSS!

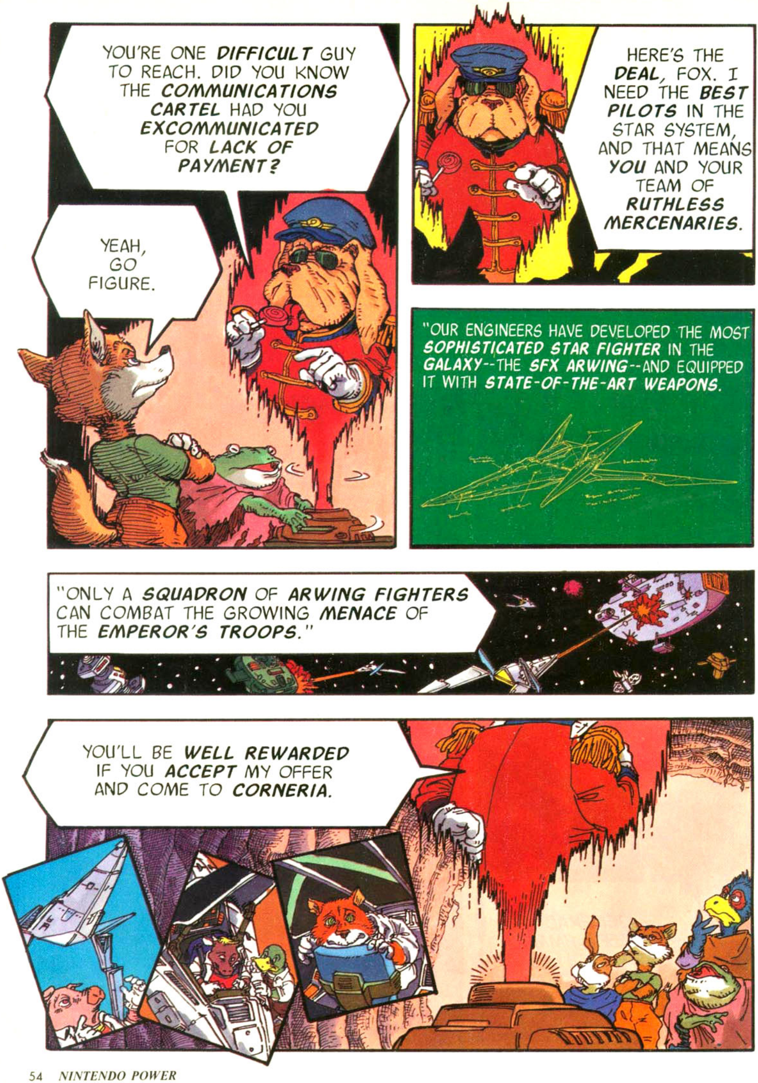

WHOOOOSH!

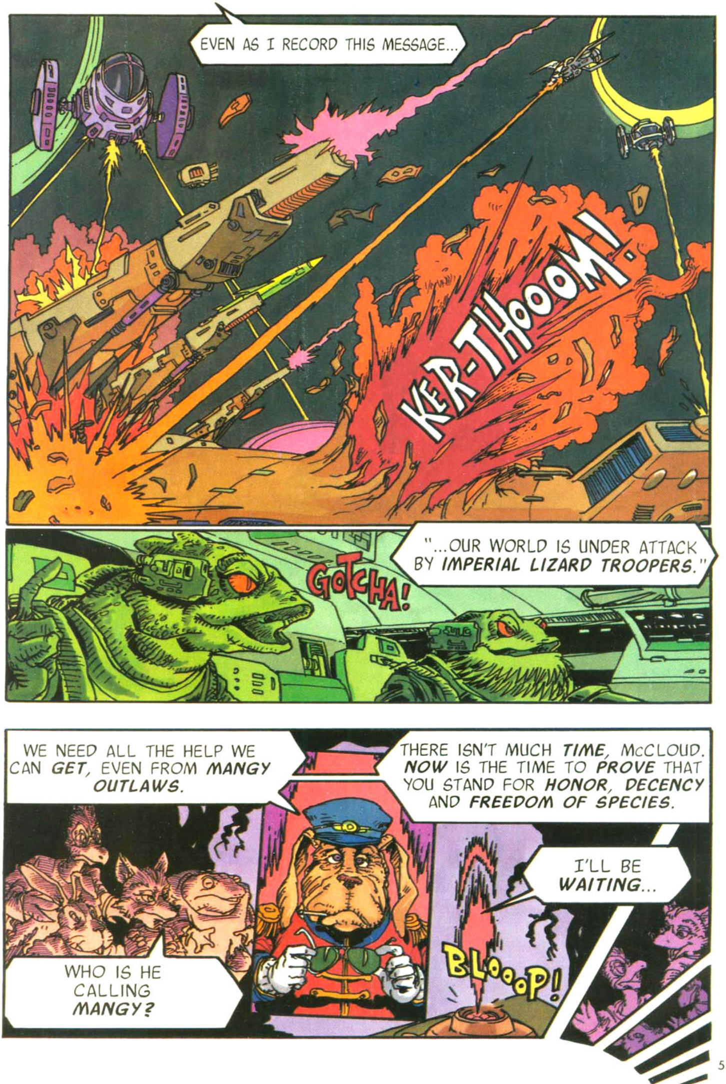


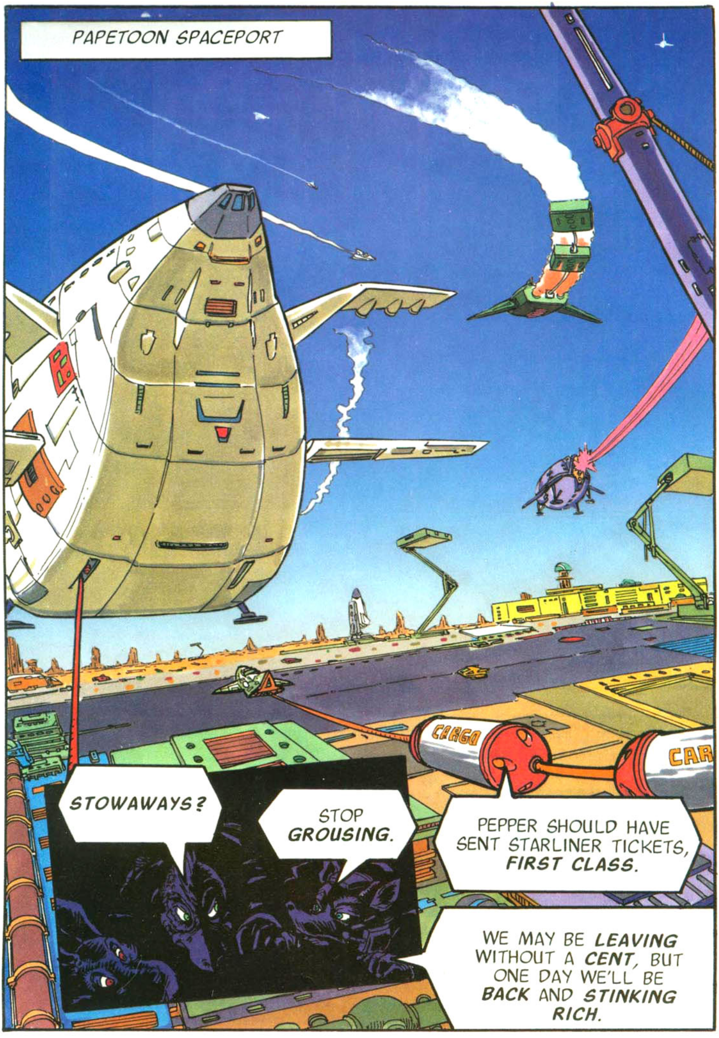

WHIZZZZZZZ
FOX, WE CAN'T GO **ON** LIKE THIS. NO ONE **EVER** GOT **RICH** RAIDING ***IMPERIAL SCOWS.***
I SAY WE MOVE ON TO A **RICH PLANET** WITH LOTS OF FAT ***COMMERCIAL FREIGHTERS*** FOR THE ***TAKING.***

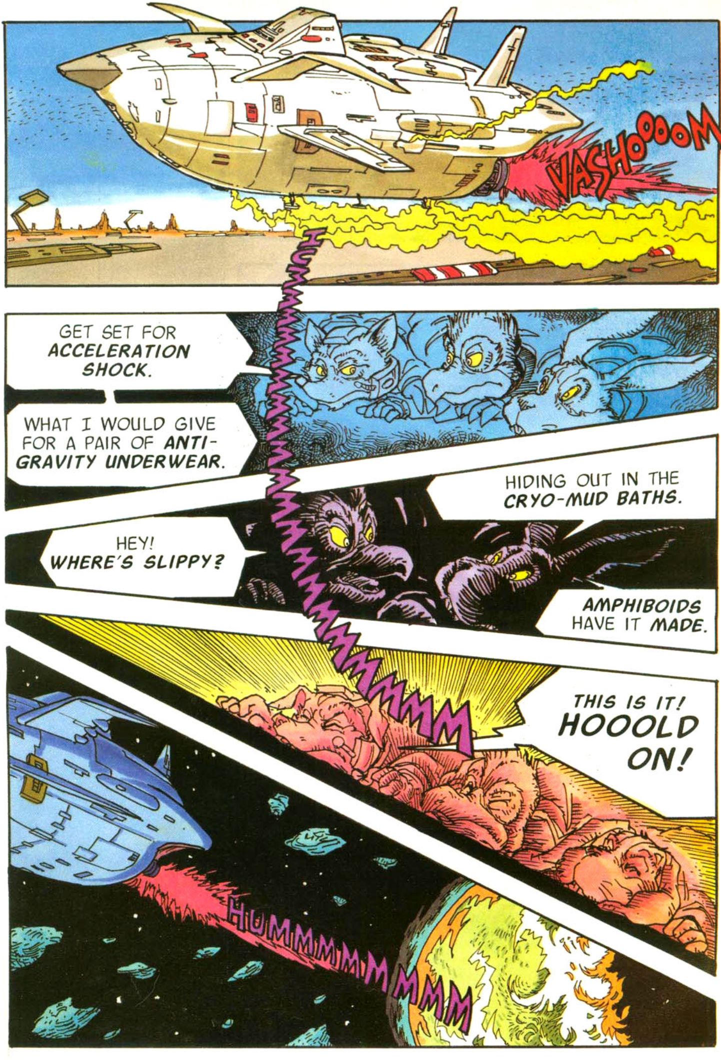

FEATHERS-FOR-BRAINS! FOR THE LAST TIME, WE ARE NOT THIEVES.
WE ARE A SORT OF PEOPLE'S APPROPRIATION COMMITTEE. THAT IS WHY WE RAID ONLY IMPERIAL SHIPS.
FALCO, MY GOOD RAPTOR, HAVE YOU FORGOTTEN THE GOLDEN RULE?
YEAH, I KNOW, BUT...
MAKE THE GUY WITH THE GOLD PAY! WE ARE LIKE ROBIN HOOD. FRIENDS OF THE POOR. HEROES OF DOWNTRODDEN ALIENS. SNAPPY DRESSERS.
FATHER ≥SIGH≤

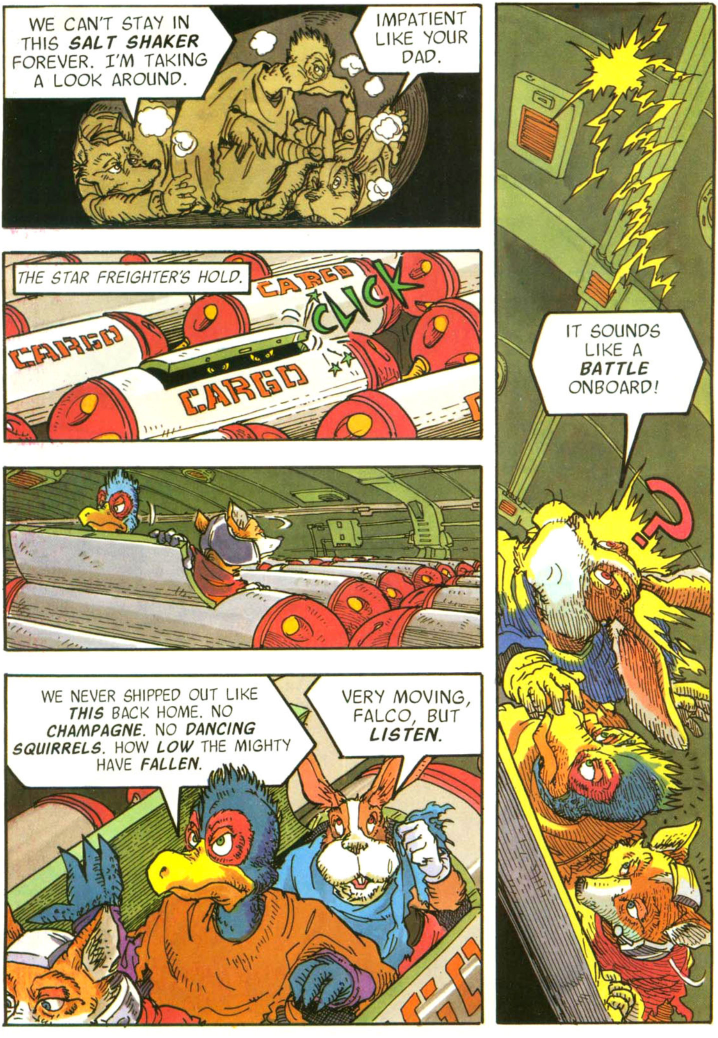

FOX!!
THERE WAS THIS HOLO-TELEGRAM FOR YOU AT THE VILLAGE.
IT'S FROM DIRECTOR GENERAL PEPPER OF CORNERIA'S PLANETARY DEFENSE COUNCIL.
GENERAL PEPPER? HMM? I THOUGHT HE WAS ONLY A SERGEANT.
MAYBE HE NEEDS A BAND OF RUTHLESS MERCENARIES WHO KNOW NO FEAR.
YEAH, SURE.
AHEM. GREETINGS, FOX. IS THIS THING FOCUSED?
BLIPP!
!
!
!

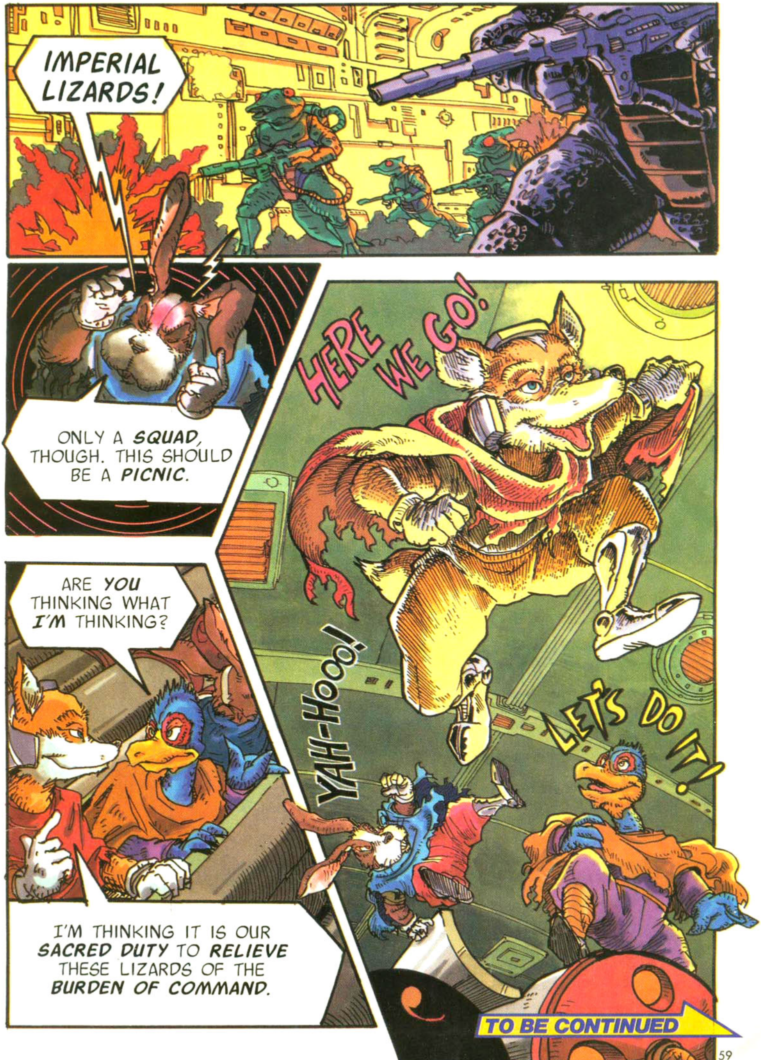

YOU'RE ONE **DIFFICULT** GUY TO REACH. DID YOU KNOW THE **COMMUNICATIONS CARTEL** HAD YOU **EXCOMMUNICATED** FOR **LACK OF PAYMENT?**
YEAH, GO FIGURE.
HERE'S THE **DEAL**, FOX. I NEED THE **BEST PILOTS** IN THE STAR SYSTEM, AND THAT MEANS **YOU** AND YOUR TEAM OF **RUTHLESS MERCENARIES.**
"OUR ENGINEERS HAVE DEVELOPED THE MOST **SOPHISTICATED STAR FIGHTER** IN THE **GALAXY**--THE **SFX ARWING**--AND EQUIPPED IT WITH **STATE-OF-THE-ART WEAPONS.**
"ONLY A **SQUADRON** OF **ARWING FIGHTERS** CAN COMBAT THE GROWING **MENACE** OF THE **EMPEROR'S TROOPS.**"
YOU'LL BE **WELL REWARDED** IF YOU **ACCEPT** MY OFFER AND COME TO **CORNERIA.**


EVEN AS I RECORD THIS MESSAGE...
KER-THOOOM!
"...OUR WORLD IS UNDER ATTACK BY **IMPERIAL LIZARD TROOPERS.**"
GOTCHA!
WE NEED ALL THE HELP WE CAN **GET,** EVEN FROM **MANGY OUTLAWS.**
THERE ISN'T MUCH **TIME,** McCLOUD. **NOW** IS THE TIME TO **PROVE** THAT YOU STAND FOR **HONOR, DECENCY** AND **FREEDOM OF SPECIES.**
I'LL BE **WAITING**...
WHO IS HE CALLING **MANGY?**
BLOOOP!

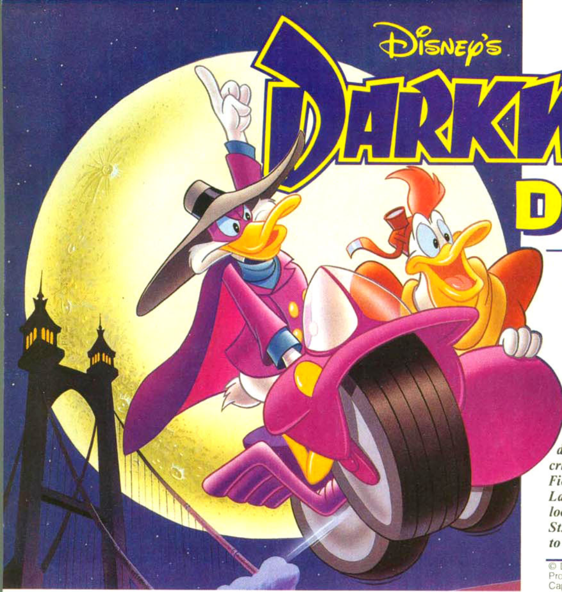

PAPETOON SPACEPORT
CARGO
CAR
STOWAWAYS?
STOP GROUSING.
PEPPER SHOULD HAVE SENT STARLINER TICKETS, FIRST CLASS.
WE MAY BE LEAVING WITHOUT A CENT, BUT ONE DAY WE'LL BE BACK AND STINKING RICH.


VASHOOOOM
HUMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
GET SET FOR ACCELERATION SHOCK.
WHAT I WOULD GIVE FOR A PAIR OF ANTI-GRAVITY UNDERWEAR.
HEY! WHERE'S SLIPPY?
HIDING OUT IN THE CRYO-MUD BATHS.
AMPHIBOIDS HAVE IT MADE.
THIS IS IT! HOOOLD ON!
HUMMMMMMMMMM


WE CAN'T STAY IN THIS **SALT SHAKER** FOREVER. I'M TAKING A LOOK AROUND.
IMPATIENT LIKE YOUR DAD.
THE STAR FREIGHTER'S HOLD.
CARGO
CLICK
CARGO
CARGO
WE NEVER SHIPPED OUT LIKE ***THIS*** BACK HOME. NO ***CHAMPAGNE***. NO ***DANCING SQUIRRELS***. HOW ***LOW*** THE MIGHTY HAVE ***FALLEN***.
VERY MOVING, FALCO, BUT ***LISTEN***.
IT SOUNDS LIKE A ***BATTLE*** ONBOARD!
?


IMPERIAL LIZARDS!
ONLY A *SQUAD*, THOUGH. THIS SHOULD BE A *PICNIC*.
ARE *YOU* THINKING WHAT *I'M* THINKING?
I'M THINKING IT IS OUR *SACRED DUTY* TO *RELIEVE* THESE LIZARDS OF THE *BURDEN OF COMMAND*.
HERE WE GO!
YAH-HOOO!
LET'S DO IT!
TO BE CONTINUED

DISNEY'S DARKWING DUCK



I AM THE TERROR THAT FLAPS IN THE NIGHT!

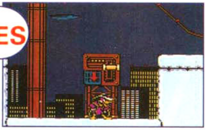
Thanks to Capcom, the winged scourge that pecked at your NES nightmares has now resurfaced on Game Boy. The S.H.U.S.H. Organization (the good guys) is once again in need of the unflappable duck's penchant for punishing criminal perpetrators. F.O.W.L., the Fiendish Organization for World Larceny (the bad guys), has begun looting various areas of the fair city, St. Canard. This could be an attempt to take over the entire city!

© Disney
Produced by Capcom Co., Ltd.
Capcom USA, Inc.

SMALLER, BUT STILL DANGEROUS

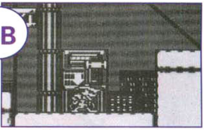
The transition of Disney's Darkwing Duck from NES version to Game Boy was apparently an easy switch. If you own the NES title, or have played it, you'll already be familiar with this game. The two versions are very much the same. There are a few less enemies and obstacles in the Game Boy adventure, but the story is the same and the stages play almost identically. The NES game was very good, so it logically follows that the Game Boy version is good as well.

NES



We featured the dangerous duck's NES adventure in Volume 36. We were all happy to see Disney's purple-caped hero make his video game debut. However, it's hard to imagine anyone wearing a hat that big!

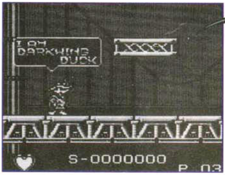
GB



Darkwing Duck flaps just as hard on Nintendo's small-screen format as it did for the NES. That means it's good! The play control is the same.

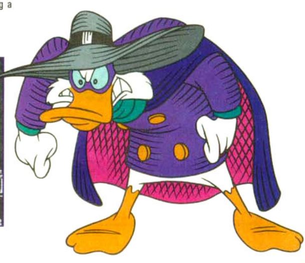
HELP
HELP
HELP

WHERE SHOULD WE GO NOW, DW?

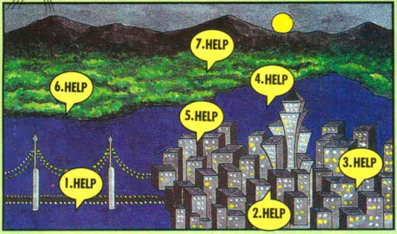


I AM DARKWING DUCK

S-0000000 P 03

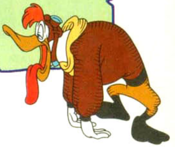


ST. CANARD



DUCK DESTINATIONS

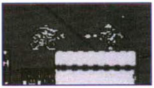
1. THE NEW BRIDGE
2. CITY CENTER
3. THE UNDERPASS
4. THE TOWER
5. THE WAREHOUSES
6. THE WOODS
7. F.O.W.L. HEADQUARTERS



TOP-BILLED HEROICS

DUCK MANEUVERS

Very agile, Darkwing can do almost anything . . . except fly. Maybe he could fly if he took his cape off. Nah! He wouldn't be a superhero without it. Darkwing is very easy to control; very intuitive. You'll soon be hanging from girders and scaling buildings with the greatest of ease!



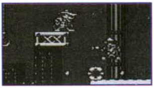
●**ATTACK:** D.W. can and will fire his mighty Gas Gun when the B Button is pressed.

●**JUMP:** Darkwing skinny legs are deceptively powerful. Super leaps are a specialty.

●**GUARD:** When you press Up on the Control Pad, Darkwing lifts his cape to guard himself.

ALL GASSED UP

In order to take full advantage of Darkwing Duck's Gas Gun, you'll need to collect various types of Power-Up Items as you make your way through the stages. Press the Select Button to view the status of your Gas Gun.



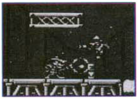
●**HEAVY GAS:** Two blasts, one to the right—one to the left, will explode from the Heavy Gas cloud when it drops to ground level.

●**THUNDER GAS:** Two units of Gas will be consumed by firing a Thunder Gas shot. Two lightning bolts will blast out at 45 degree angles.

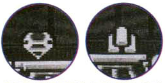
●**ARROW GAS:** The powerful Arrows can be used to defeat enemies, but they can also serve as temporary steps. A nice feature!

BILLED COLLECTOR

Power-Up Items abound in this game. The fearless duck will need them . . . badly! He can only take four hits before losing a life. The First Aid Kits will be the most important Items to find.



●**HEALTH & 1-UP:** Finding Large and Small First Aid Kits restores D.W.'s health, but the 1-Ups are a real treat!

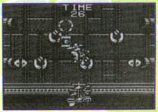


●**DIAMONDS & GOLD:** D.W. will get 100 points for each Diamond and 500 points for each stack of Gold Bars.

BONUS STAGES

"GO" signs will appear in certain out-of-the-way areas. Grabbing these will take Darkwing to a Bonus Stage filled with valuable Bonus Items.

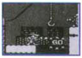
Shoot the containers to release the Bonus Items hidden inside. Now go get them, O Feathered One!



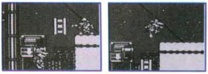
The Bonus Stages provide an excellent opportunity to beef up your supply of Gas. Go for the big cans!

ST. CANARD IN PERIL!

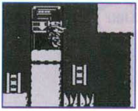
THE NEW BRIDGE



Its construction recently completed, the New Bridge is in danger of being overrun by F.O.W.L. Darkwing can begin his assignment on the New Bridge, at City Center, or the Underpass. We recommend starting on the New Bridge. The terrain is not too terribly tricky. D.W. will have to grab on to some hooks to help himself along.

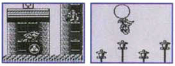


Jump up and grab on to this lever. It will cause a beam to fall. Now Darkwing can use it as a step to get up to the next level.

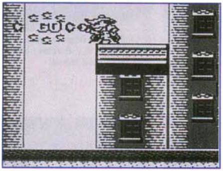


CITY CENTER

Wolfduck and his crazy cohorts are on a rampage through City Center. Darkwing's second mission should lead him here. After briefing him on the circumstances, Launchpad will drop D.W. off to do some bad guy busting. When you see a Balloon, jump on the pump next to it a few times to inflate the airborne transport.

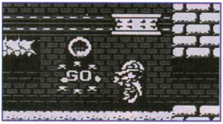


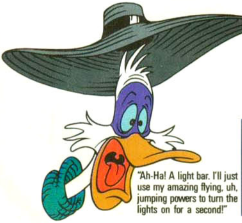
Tire-riding and precarious Balloon-gliding are all just part of a crime fighter's job.



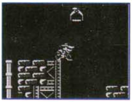
THE UNDERPASS

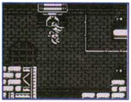
The Underpass is very sewer-like. Here, you'll encounter strange beasts who thrive in the dark. Blobbish, slimy creatures will be detected if Darkwing grabs on to one of the overhead light bars. The "GO" sign is in a strange location in The Underpass. D.W. will have to drop down to a lower pipe to uncover its location.





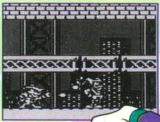
"Ah-Ha! A light bar. I'll just use my amazing flying, uh, jumping powers to turn the lights on for a second!"

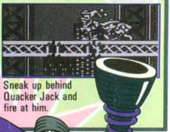




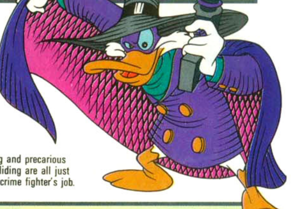
QUACKER JACK

Quacker Jack will only be able to hurt D.W. if they come in contact. The real danger when confronting Quacker Jack is his friend who rains banana peels down on Darkwing. Keep moving to avoid the peels and jump to Jack's level to nail him with gas blasts.

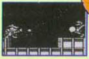




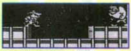
Sneak up behind Quacker Jack and fire at him.

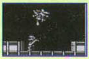


WOLFDUCK



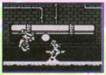
When the moon comes out from behind the clouds, the normally scrawny Wolfduck mutates into a monstrous form. Avoid or shoot the boxes he tosses at you. Blast the little Wolfduck with Gas when the moon is shrouded.

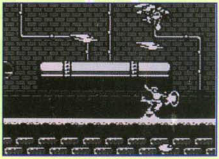




LIQUIDATOR

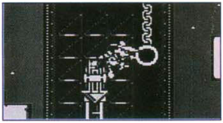
The slimy goop on the floor in Liquidator's lair won't harm the caped one, but Liquidator will cause several blasts to rise up from the slime to annoy D.W. Shoot Liquidator only when he "un-slimes" himself.





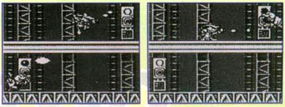
THE TOWER

The Tower is tall, but Darkwing Duck's elevated powers and powers of elevation will propel him straight to the top of the heap! Jump to the levers to lower a chain to help you.



MOLIARTY

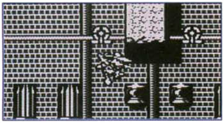
Moliarty is running all over the place in his Tower laboratory. He's building some sort of new machine, but he's definitely up to no good. When D.W. shoots at the fiend, Moliarty will toss one of his wrenches. Be prepared to jump immediately after firing some Gas.



Blast the flashing part of Moliarty's machine. He'll come to fix it. Now, blast him!

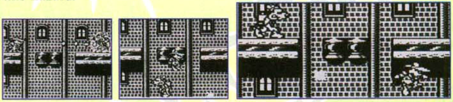
THE WAREHOUSES

The main enemies in The Warehouses are Genies. When they come out of their lamps, crouch down and blast away at the lamps to evict them. Hanging from light fixtures is routine.



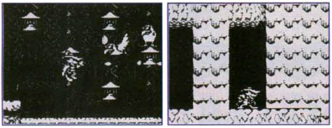
MEGAVOLT

This charged-up boss is relatively easy to defeat. Don't use any of your Special Gasses on him. Regular Gas Gun shots are just what Darkwing needs to unplug this hazard.



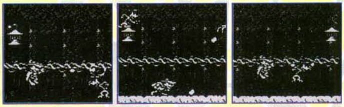
THE WOODS

The Woods was a peaceful place before F.O.W.L. turned things foul. Now the inhabitants of The Woods consist of some seriously fierce critters. We're betting that Bushroot has something to do with the problem. Get him!



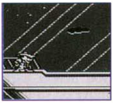
BUSHROOT

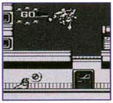
Possibly the skinniest boss in history, Bushroot doesn't appear threatening, but don't let his appearance dupe you into believing he's not to be taken seriously! Drop to the ground to avoid the plant's shots.



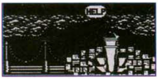
F.O.W.L. HEADQUARTERS

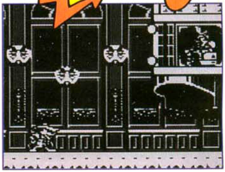
After thoroughly trouncing Steelbeak's denizens of doom and destruction, Darkwing will have the opportunity to go after the metal-lipped chicken himself. Steelbeak has stocked his ship with many well-trained baddies, so fasten your cape, Darkwing!

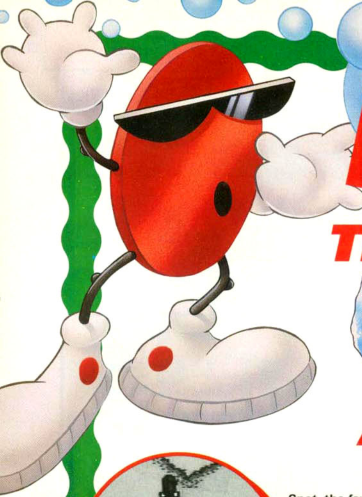




The final Bonus Area should not be missed. Fill up on a bevy of Bonus Items.







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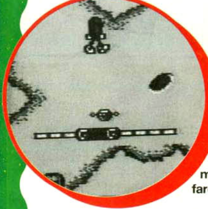
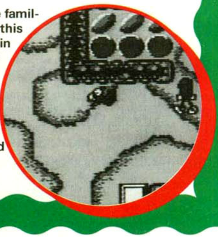
SPOT™ The Cool ADVENTURE



Spot, the famous 7-Up dot, jumps off the familiar aluminum can and into Game Boy this month in The Cool Adventure by Virgin Games. How cool is it? Well, Spot is a fun character and he finds some interesting modes of transportation, such as a Jet Pack and a Spaceship in addition to various boats, lifts, clouds and moving platforms, but enemies and attack techniques are standard fare.



FIZZ OR FIZZLE?

PLAY CONTROL

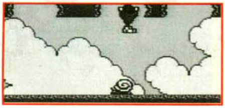
Spot has a great Duck Jump that can send him soaring clear off the screen, depending on where he jumps from. When it comes to leaping, he has to be spot-on, though—the control is pretty touchy. Use his quick duck to dodge flying enemies.

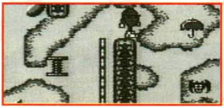
CHALLENGE

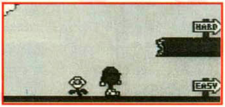
There are no mid-stage continues, so you must restart from the beginning of the stage when your Health Meter expires. The repetition becomes tedious in short order, but it does make you master each stage before you move on to harder ones.

PATH SELECTION

Before you start, you can choose either the Easy or the Hard path. If you select the Easy one, you'll start with extra Hearts in your Health Meter. On the Hard path, you must finish each stage within four minutes or forfeit a Spot.





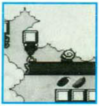


X MARKS THE SPOT

The object of the game is to finish all stages, but you can't do so without using Blocks, replenishing Hearts, and collecting Spots. Find extra Spots and Hearts to earn extra lives; use Blocks to attack enemies.

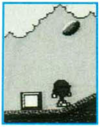
BLOCKS

When he's standing next to or on top of the Blocks, Spot can earn points by picking them up. He can also throw them to take enemies out.



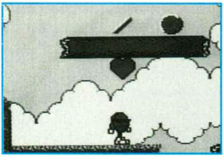
SPOTS

Spot can score Cool Points by picking up the other Spots he sees. Each is worth 125 points, so it's worth the effort to grab them all. When you collect 100 Spots, you'll earn an extra life.



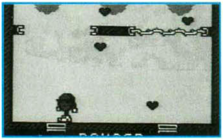
HEARTS

For every hit Spot takes, he loses one Heart from his Health Meter. Refill the meter by picking up the Hearts you find in various areas.



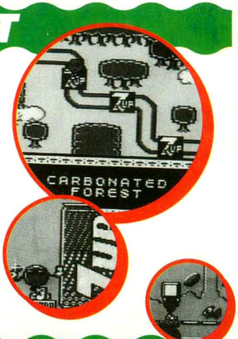
HEART BONUS

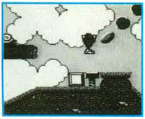
In the Bonus Stage, hop on the levers in the floor to open and close the gates and trap the little floating Hearts at the top of the screen. For every Heart trapped, you earn a Heart for Spot's Health Meter.



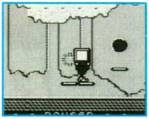
CARBONATED FOREST

There are three stages in the area known as the Carbonated Forest, and you must clear each before you can move on to the UnCola Mountains and the regions beyond. This is the easy part, where you can meet your enemies, learn to leap and hone your throwing skills.

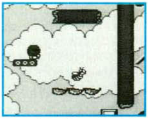




The mini-Trampolines are one of the fun discoveries Spot makes in the first stage of the Carbonated Forest. A good bounce sends him off the screen.



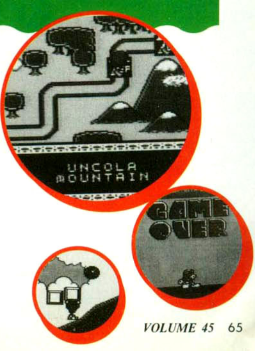
These ledges are only temporary. You can land on them, but don't pause or they'll fall away.

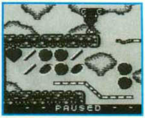


You won't be able to reach the log overhead with the normal jump. You have to use the Duck Jump.

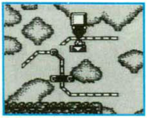
UNCOLA MOUNTAINS

The UnCola Mountain region is also a three-stage area. You'll be at the top of the world when you scale these peaks, and you'll use the Clouds for transportation. Learn to flip Switches that control the Conveyor Belts you come upon, and try throwing Platforms onto the belts.

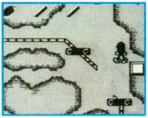




If the Conveyor Belts in the UnCola Mountains aren't going your way, flip the Switches to see what effect they have on the belts' movement.



Sometimes you'll have to leap over the gaps in a series of the moving Conveyor Belts.



Carry Platforms along with you and throw them onto Conveyor Belts so you'll have a safe ride.

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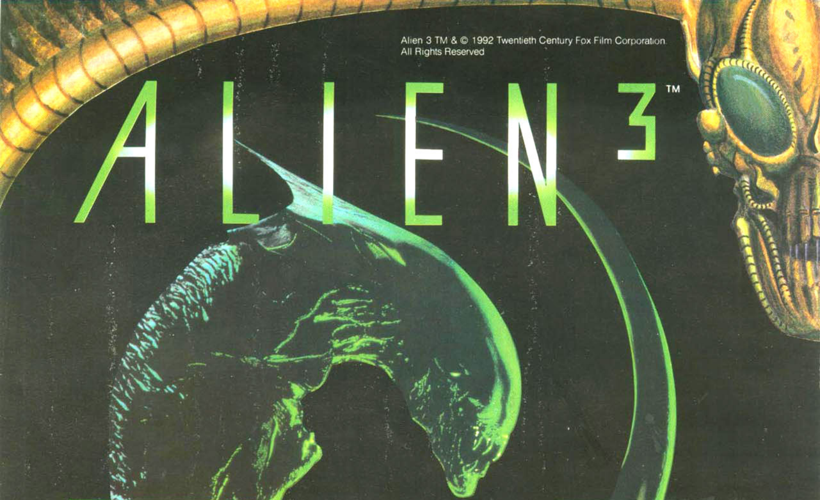
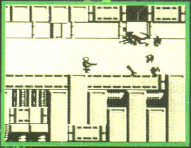
ALIEN³™



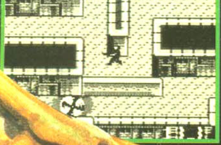
They're back, they're meaner, and there are more of them on this planet of acid doom! In this super sci-fi thriller from LJN, Ripley must survive and eliminate a whole planet of blood-thirsty Aliens. But with very little help and even fewer weapons, she'll have to think fast in order to destroy them before they destroy her. Will this third encounter be her final meeting with the Aliens? Can they be stopped?



ACTION/RPG AND THEN SOME

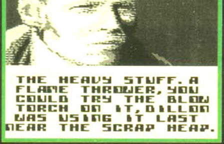
Complexity

This prison was built for maximum security. Unfortunately, the long corridors, steel barriers, and coded locked doors only hamper Ripley's efforts to eliminate the Aliens. Use the subscreen map to find your way around, but proceed cautiously.



Mega-Hit Movie

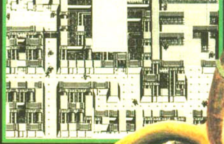
Experiencing the horror in the theatre may have been bad enough, but now you can play alongside Ripley as she follows a similar plot to the mega-hit movie. Several new areas have been added to make Ripley's task more difficult as well.



THE HEAVY STUFF. A FLAME THROWER, YOU COULD TRY THE BLOW TORCH ON IT, DILLON WAS USING IT LAST NEAR THE SCRAP HEAP.

One Perspective

Because the planet Fiorina "Fury" 161 was intended to house a large population of criminals, the maze of corridors and buildings seem to go on forever. Will you be able to hunt all the Aliens down in this massive network of buildings?



THE STORY BEGINS . . .

Stranded on an isolated and abandoned maximum security planet, Ripley finds herself as the only surviving human member of her crashed starship. Alone and dazed, Ripley is suddenly shocked back into reality when she finds out that she has landed on a planet full of Aliens. Now, not only is she trapped on this planet, but her own worst nightmare has returned! In order for her to survive this infested planet of acidic doom, she must eliminate each and every one of the Aliens. She's battled them successfully twice before, can she defeat a whole planet of blood-thirsty Aliens a third time?

WEAPONS

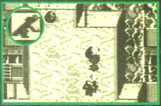
Although you may not see these weapons used in the movie, Ripley definitely will need them to defeat these Aliens. Search for the Cattle Prod, Knife, or other helpful weapons to help her in her battle.

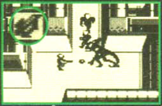
Flame Thrower

The flame thrower is the best weapon to use in tight quarters. It's also the only weapon that can be used to destroy the Alien's eggs.

Smart Gun

Deadlier than the other weapons, the Smart Gun can blast enemies on the other side of the room, but is much harder to use and get.



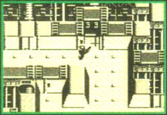


VENTILATION SYSTEM

Ventilation systems are used as passageways from one area of the base to another. Avoid disaster by switching off the fans, and be sure to explore all areas of the ventilation system so that you locate every exit.

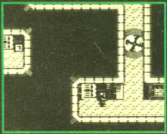
Doors

To enter a locked room, locate the Card Key with the same number as the door and you'll be allowed access to that room.



Fans

The ventilation systems can be deadly if the fans aren't turned off.



INVENTORY

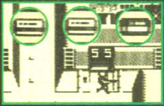
Because this is a maximum security prison, you'll have a tough time finding useful items to battle the Aliens. Find the Key Cards first, so that you can find all the weapons necessary to defeat the Aliens.

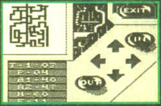
Key Cards

There are three types of Key Cards hidden inside passage ways and rooms. Find them so that you can move freely from room to room.

Map

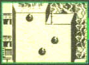
Because the base is quite large, use the map and magnification feature to help you locate areas that you may not have explored yet.



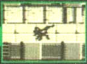


ALIENS

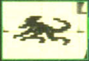
In order to insure your survival, you'll need to eliminate every one of these Aliens. Full grown Aliens can kill you in an instant while infant Aliens will inflict serious damage. Will you be their next victim?



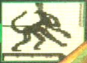
EGGS



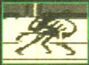
FACE HUGGERS



WARRIORS



ALIENS



QUEENS

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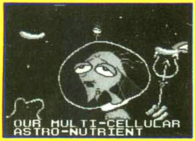
The Ren & Stimpy Show™

Space Cadet Adventures

Welcome to the madcap adventures of a couple of space cadets, Captain Ren Hoek and Cadet Stimpy! Their 9,999-year mission is taking them to the outer extremes of the known and unknown universe. Who knows, maybe they'll find intelligent life. Maybe they'll find intelligence! Maybe not. T*HQ has brought Nickelodeon's twisted comical duo to the Game Boy screen. Always in character, Stimpy messes things up by cutting Ren's spacewalk short when he detaches his lifeline. So begins the adventure. Space Cadet Adventures is not a very difficult game, but the appeal of the characters, along with good play control, makes for a fun experience.

HAPPY HAPPY! JOY JOY!

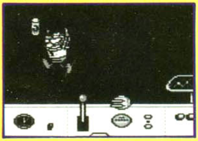
Not only do you get true-to-form graphics, you also will enjoy the wacky storyline that's truly befitting of the Ren & Stimpy Show. Also enjoyable are the character's voices. Stimpy will shout "Oh, joy!" and Ren occasionally utters "You eediot!"



OUR MULTI-CELLULAR
ASTRO-NUTRIENT

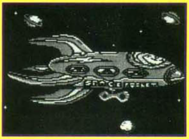
POWDERED TOAST QUEST

Cans of Powdered Toast will appear throughout each stage. You'll come across Slices of Toast, too. Grab them! You'll need to collect cans of Powdered Toast to be able to play Muddy Mudskipper's game of chance. Slices of Toast restore lost energy.



THE ADVENTURES OF CAPTAIN HOEK AND CADET STIMPY

On day 675 of Ren and Stimpy's vital mission, Captain Ren Hoek is undertaking a very important and dangerous space walk. Actually, he's just outside the ship catching some cosmic rays to cook multi-cellular astro-nutrient dinners. Well, OK, they're hot dogs. Meanwhile, Cadet Stimpy is left at the controls of the ship. Not a good move! As Stimpy tries to retrieve his companion, he bungles the job and erroneously cuts Ren's lifeline. Ren is now left stranded, helplessly floating through space. How long can he last out there? Stimpy . . . do something!

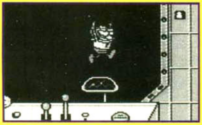


YYAAAAAAAAHH!!!

CADET STIMPY TO THE RESCUE!

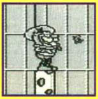
TO THE CARGO BAY

Cadet Stimpy is not your ordinary cat. He'll have to exhibit cat-like agility as well as intelligence to make it to the back of the Space Rocket. Alone, he'd probably never make it. Nonetheless, with you as a guide, he has a chance. Keep checking the top of the screen for falling obstacles.



HACK A FURBALL

By pressing the B Button, Stimpy will spew a furball that can destroy certain enemies. Gross, Stimpy!



MUDDY MUDSKIPPER

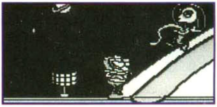
This fishy TV star will grant Ren or Stimpy temporary invincibility if you can correctly guess two out of three coin tosses. Three out of three is better!

MUDDY
MUDSKIPPER
SHOW

I'LL SAVE YOU!!

STIMPY, YOU EEDIOT!

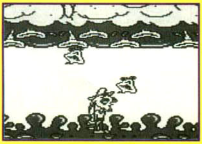
Unbelievable! Stimpy made it all the way through the ship to rescue Ren, but let him go again while trying to open the hatch.



REN IN THE ALIEN WORLD

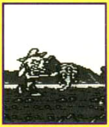
ALIEN EXPEDITION

Captain Hoek, set adrift by the witless Cadet Stimpy, finds himself sucked into the gravitational pull of a strange planet. On the planet's surface, Ren will have to explore various craters and the guts of a giant alien creature to finally find safety.

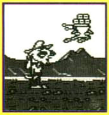


SLAP HAPPY

Ren's only method of defense, besides avoiding enemies, is to slap them silly. Touching the B Button will unleash a powerful whack.

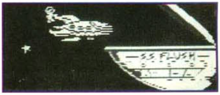


Not all enemies can be defeated with a slap. Some are invincible. Slap the five-eyed frog creatures only when they are jumping toward Ren. If Ren slaps one on the backside, he'll lose a unit of Toast.



MORE JOY!

Ren and Stimpy's adventures will continue for two more silly stages. Stimpy returns in Stage 3 and you'll guide Ren in Stage 4.



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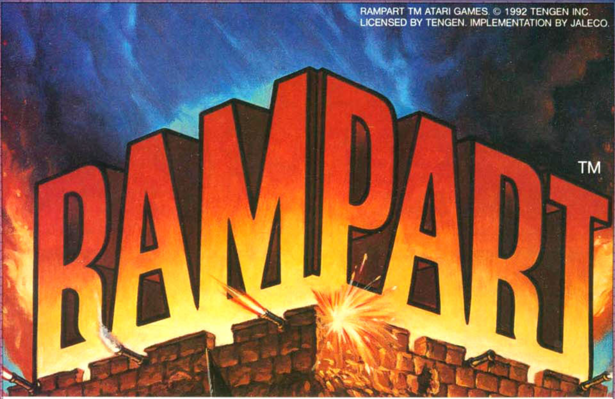
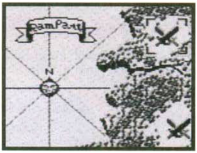


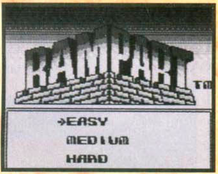
The game of castle conquest from Jaleco has moved from the arcade to the NES, Super NES and now Game Boy. In this version, gone are the attacking fleets. Instead, you are besieged by Knights and Assault Towers. Choose your level of difficulty to determine the ease of rebuilding your castle.



CASTLE IMPROVEMENTS

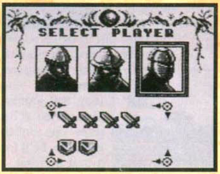
• SPEEDSTERS

At the higher difficulty levels, the enemies pick up speed and turn more frequently. Since you can't anticipate their turns, fire all around them in a continuous barrage. Closer foes are easier to hit.



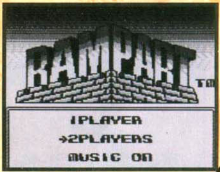
• GUNS VS. BLOCKS

You can choose to have either more cannons or simpler building blocks. Simpler blocks may be the better option, because you can always increase your number of cannons in subsequent turns.



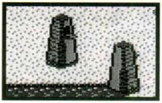
• DUELING CANNONS

The two-player option pits your castle directly against that of your opponent in a traditional castle-bashing battle. This may be the most fun two people can have with heavy artillery.

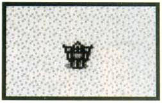


THE ENEMY

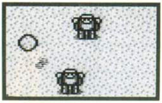
All of the enemies move quickly and change direction without warning. Fire continuously in circles around your chosen target for the most effective attack. Attack the enemies closest to the river to maximize your fire power and the number of attacks you can have during one turn.



The Siege Tower's attack is weak. If it is near the river, destroy it before it deposits Grunts.



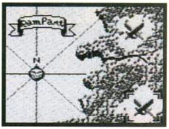
The Black Knight leaves holes in your territory that block reconstruction. Destroy Black Knights first!



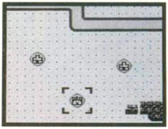
The White Knight is weak, but his shots are aimed at screen edges and corners that are difficult to repair.

THE BATTLEFIELD

Choose your castle from several locations on one side of a river. The enemy forces are on the far bank. There are also two fields to choose from at the start of the game, and more later as you win campaigns. Choose a location that allows expansion into new territories. You might also choose a field due to the Crystals, with which you can earn extra points.



A battlefield with more castles has more scoring opportunities.

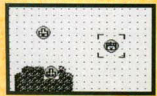


For easier reconstruction, choose the castle with the most surrounding space.

TWO-PLAYER TACTICS

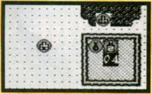
You'll have to develop a new set of tactics when playing the two-player game. The biggest change is that you are aiming at a motionless target. That may sound easy, but you can't just aim at any part of the castle walls and hope to win. The tips below will help you be selective.

• CASTLE CUNNING



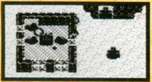
Choose a Home Castle location with room to rebuild. Always choose the location furthest from the edges of the screen and the river. Next, try to enclose a second castle as soon as possible. You'll get extra points and a fall back position.

• CANNON RULES



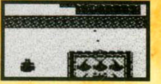
Place cannons in separate territory areas or widely dispersed within a castle's walls. If your enemy is targeting your cannons, it will take him longer to destroy widely separated cannons than those placed next to each other.

• BREACHING THE WALLS



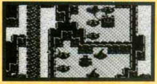
Try to take out sections of the wall that are difficult to repair with complex pieces. Leave single section holes near river and screen edges. If your enemy doesn't get a single section piece, she won't be able to enclose her castle.

• CLOSE-UPS



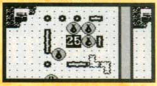
Nearby castles and territories should be your primary targets because you can fire more shots in the time allowed. After breaching nearby walls, concentrate on more distant castles and territories. It's better to leave small holes than huge gaps.

• BLAST THE CANNONS



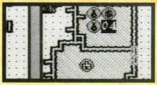
The best defense may be to destroy the enemy's offense. Cannons are tougher than ramparts, but once they are destroyed, they can't attack you. After breaching the walls strategically, as described above, aim for cannons, especially if they are grouped together.

• CLOSURE



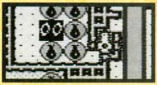
Look for an area needing only simple repairs and enclose it first so you have at least one base. Once you've placed a piece, immediately move the cursor, even before the piece appears. If a piece won't fill a nearby hole, dump it anywhere to get the next piece.

• GROWTH



Enclose new territory, including extra castles, as soon as possible. Not only will you earn Territory Points, and possibly Treasure Points, you'll also have extra areas to place cannons and an easier time rebuilding ramparts.

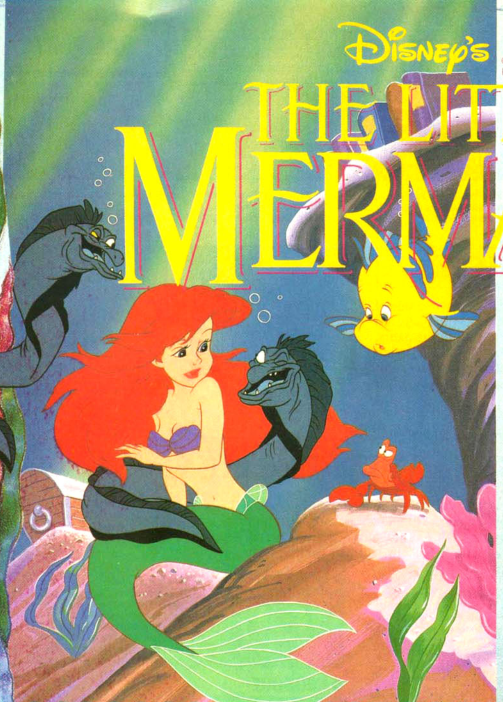
• ON THE EDGE



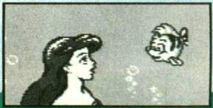
The most difficult place to rebuild is along the edge of the screen or river. If possible, leave a single rampart section width between your wall and the edge. Remember that it is easier to repair straight, single section walls than thick walls with right angles.

DISNEY'S THE LITTLE MERMAID

©Disney
Produced by Capcom/Capcom U.S.A., Inc. 1992

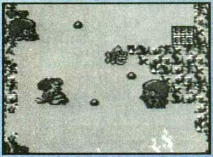


The Little Mermaid, Disney's animated feature, made mermaid Ariel famous, and Capcom first brought her into homes everywhere with an NES game in the summer of '91. Now the mermaid goes mobile in Capcom's Game Boy version of Disney's The Little Mermaid, which is faithful translation of the NES version.



ADVENTURE AND TREASURE UNDER THE SEA

In this Game Boy version, the Little Mermaid once again puts up her fins to fight Ursula, the Sea Witch, who is bent on controlling everything under the sea. The graphics are good, the play control is precise, the music is fun, but the side-scrolling is distracting and hard on the eyes. Ariel swims through the same five stages featured in the NES game, and they're no more difficult in this version. Players who are huge fans of The Little Mermaid will probably enjoy her Game Boy adventure under the sea just as much as they liked the NES version.



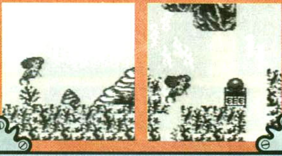
The cinema scene at the beginning of the game tells Ariel's story. A beautiful and musical mermaid, she leaves the sea to seek love on land. She meets a handsome prince who falls in love with her, but happily-ever-after is not to be—at least not for now. No sooner had Ariel departed than Sea Witch Ursula began to work her wicked ways. When Ariel learns that evil is spreading across the ocean floor, she vows to return to the sea to set things right and save her many finned friends from Ursula's oppressive rule. Her quest takes her through icy seas, shipwrecks and undersea volcanoes on her way to Ursula's Castle and her encounter with the Sea Witch.

TAKE THE PLUNGE

Ariel bids her prince goodbye and dives back into adventure, first in the Sea of Coral where she seeks shells and tries to keep from becoming shark bait. From there she swims on to explore a Sunken Ship, a Sea of Ice, an Undersea Volcano and, finally, Ursula's Castle. And she can't count on the fish as friends—they're under Ursula's curse as well, and are dangerous to touch.

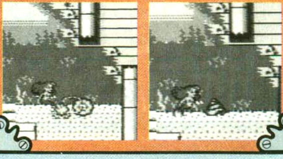
SHELLS & TREASURE

Ariel can either carry Sea Shells to protect herself from fish or throw them at the fish to clear the way. She can also throw shells at Treasure Chests to open them. The water-logged chests usually hold precious Pearls that Power-Up her fin attack.



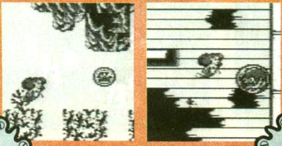
SWEEP THE SEA FLOOR

Ariel can find treasure and fight off fish with her powerful flipper. Her Power and Range increase with every Pearl she finds. She can sweep the sands to find objects, and when her Power is up, she can fin-flip boulders, barrels and Treasure Chests.



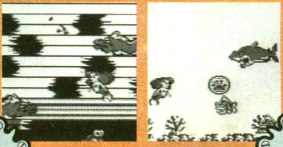
FLIP THE FISH

When Ariel swats, bubbles appear in the wake of her tail. When enemies are within range, they'll be trapped in a big bubble that she can pick up and throw at other enemies. At first, you have to swat once to stun them, twice to capture them, but it gets easier as Power and Range increase.



URSULA'S ASSISTANTS

Ursula has posted one of her mean-spirited sea assistants in each of the areas Ariel must pass through. The first is a macho, mermaid-munching mako that Ariel must attack with bubble-fish. Other big baddies to beware of are the Electric Eels, the way-out Walrus and the small-fry Soldier Fish.



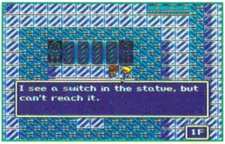
COUNSELORS' CORNER!

FINAL FANTASY MYSTIC QUEST

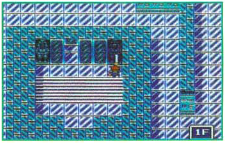
HOW DO I OPEN THE LOCKED DOORS IN THE ICE PYRAMID?

Dennis Carino

The door to the Ice Pyramid is locked. Phoebe sees a switch in the blue statue with the glowing eyes that sits by the door. It's out of reach, but she suggests pushing it with something. If you use the Steel Sword, you'll flip the switch and the front door will open. Use the same technique inside to open other doors.

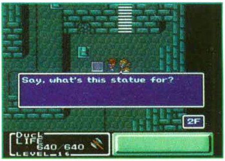


I see a switch in the statue, but can't reach it.



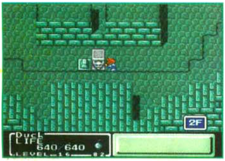
HOW DO I REACH FIREBURG?

After you get the River Coin, return to the Libra Temple. The path to the north that was closed before will now be open. Follow it to the Focus Tower, clearing out monster lairs as you go. When you enter the tower, you'll be on the third floor. Go down to the second floor. Get the Venus Shield and Blizzard spell from the Treasure Chests, then shove the Statue down to the wall and left to the concrete block. Now go to the first floor, enter the Blue Door and walk back to the second floor. With the Statue in place, you can hop across, climb back up to the third floor and exit to a new area. From there, travel north then east to Fireburg.

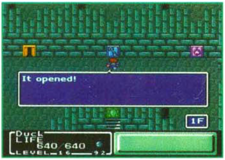


Say, what's this statue for?

The old man on the second floor drops a hint.

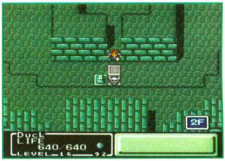


Push the Statue into the space between the two ledges so you can use it later as a stepping stone.



It opened!

Now that you have the River Coin, the Blue Door on the first floor will open at your command.



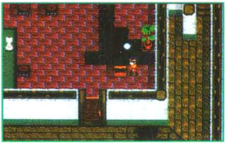
Climb back up to the second floor and jump over to the other ledge using the Statue as a step.

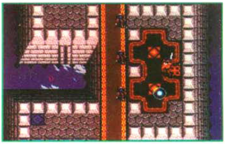
SOUL BLAZER

WHERE IS THE ZANTETSU SWORD?

Jim Wornell

The Zantetsu Sword, which can slay metal monsters, is in Dr. Leo's Laboratory. Fight the foes in the basement until you release the Door. When the Door is free, go to the room above the entrance and open the chest to get the sword. Return with it to Dr. Leo's Painting and clear out the metal monsters to receive Tornado Magic.

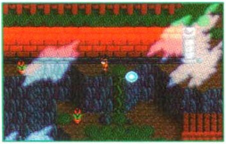

After you free the great Door, climb up to the room on the second floor and open the Treasure Chest that is there now. Inside is the Zantetsu Sword.


With the Zantetsu Sword in hand, return to the areas that had enemies you couldn't defeat earlier, such as the metal monsters in Dr. Leo's Painting.

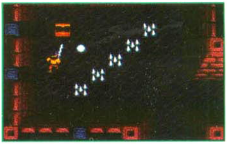
? WHERE ARE THE EIGHT MASTER'S EMBLEMS? ?

Some of the Master's Emblems will be given to you after you perform certain favors; others you'll simply pick up--if you can find their hiding places. If you can't find them in the locations shown, you probably have to do something more to make them appear. When you have all of the emblems, return to GreenWood to get the Magic Bell that lets you use magic spells without using up Gems.

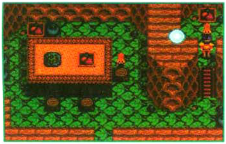
EMBLEM A


Climb the ivy in the lower right corner of Grass Valley Highlands after you clear Leo's Painting.

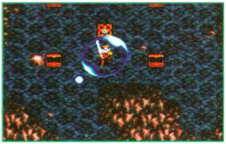
EMBLEM B


Use the Soul of Reality in the second Basement section of Magridd Castle to uncover Emblem B.

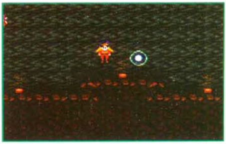
EMBLEM C


After you clear the Light Shrine, return to the Exchanger Squirrel in GreenWood. The Squirrel in the upper right corner will give you the emblem.

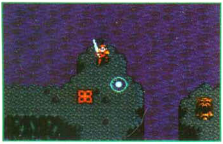
EMBLEM D


Eavesdrop on the Dolphin's Dream to find the Secret Cave, then clear a lair there to make four chests appear. The emblem is in the upper left chest.

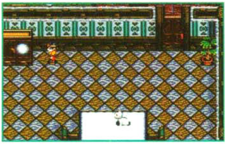
EMBLEM E


After you clear Underground Lake Lune, return to the Soul of the Mountain House, walk through the wall to the left of the torch and talk to the Snail.

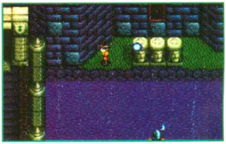
EMBLEM F


Use the Dream Rod on the sleeping Snail imprisoned in the Soul of the Mountain House to open a passage to an emblem in Underground Lake Lune.

EMBLEM G


Get the Door Key and open the locked Door on the first floor of Dr. Leo's Laboratory. Push the chest of drawers to the left to uncover Emblem G.

EMBLEM H

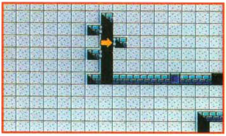

Clear the Corridor to the Dock, then return to the grassy area in front of Magridd Castle. Walk behind the three wooden pillars to find Emblem H.

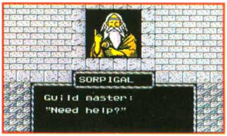
MIGHT & MAGIC

HOW CAN I CHANGE MY PARTY MEMBERS?

John Rogers

Change your party members' professions, classes and alignments by visiting the Guild at x 2, y 13 in Sorpigal. These attributes determine which weapons they can equip and use, as well as their abilities to fight and use magic. Consider carefully before changing--you forfeit the members' experience and weapons when you change them.


The Guild Master can give your members new characteristics that might be helpful to the party.

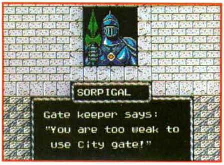


Guild master:
"Need help?"

Are you willing to forfeit experience and weapons? The sacrifice might be worth it in the long run.

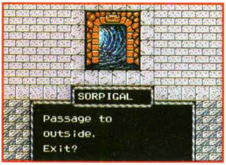
HOW DO I LEAVE THE TOWN OF SORPIGAL?

The Knight guarding the main gate at x12, y0 keeps you from exiting until you've attained at least Level 3. There is plenty to discover on the streets of Sorpigal and below, so don't be in a rush to leave. Search out the many secrets here first. It's a good idea to either have the Fly spell or be at Level 5 or above before you depart. Otherwise, you won't be up to the challenge of the more difficult enemies out there. Because of the bands of thieving thugs, traveling is dangerous. Visit the Leprechaun of Teleporting at x11, y3 and give him one Gem. He'll send you to the city of your choice.



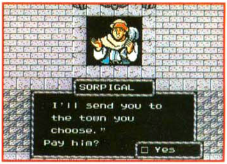
Gate keeper says:
"You are too weak to use City gate!"

When you reach Level 3, this Knight will step aside and let you exit--if you think you're ready.



Passage to outside.
Exit?

Before you venture out of Sorpigal, find the Fly spell and build your party's experience level.

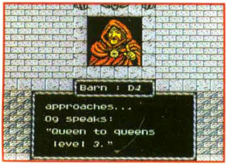


I'll send you to the town you choose."
Pay him?
☐ Yes

Try risk-free travel by paying the Leprechaun to send you to one of the other cities in Varn.

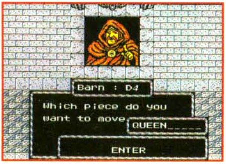
WHAT CHESS MOVE SHOULD I MAKE IN AREA D-4?

You'll earn 25,000 experience points if you call the right move in this game of chess. When you're asked, "What piece?" enter "QUEEN." When asked where you want to move, answer "KINGS1." Enter your response using capital letters and the numeral 1, and be sure to include the dash.



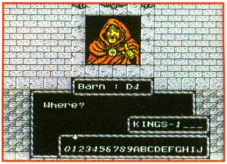
approaches...
Og speaks:
"Queen to queens level 3."

In D-4, OG gives you the chance to make your move. The right response earns experience points.



Which piece do you want to move
QUEEN_____

Take the challenge. When OG asks which chess piece you want to move, tell him to move the Queen.



Where?
KINGS-1___

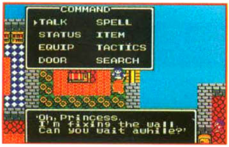
Where do you want to place the Queen? To the second question asked, respond by entering "KINGS1."

DRAGON WARRIOR IV

HOW CAN I ESCAPE FROM THE CASTLE IN CHAPTER 2?

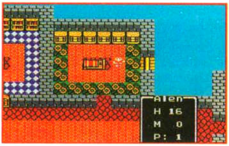
Jenny Parker

You are the adventure-seeking Princess Alena, and your father, fearing for your safety, won't let you leave the castle. Since you can't go out the front gate, you have to find another exit. In one of the castle's rooms, a carpenter is repairing a hole in the wall. Go talk to everyone in the castle, then return to that room. If the carpenter is still there, you haven't talked to everyone. If he's gone, face the damaged wall and Search. You'll drop through the wall and be on your way to adventure.

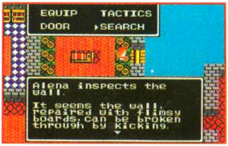


'Oh, Princess.
I'm fixing the wall.
Can you wait awhile?'

Someone damaged the wall in one of the castle's rooms, but the royal carpenter is busy fixing it.



When you've talked to everybody in the castle, the carpenter will finish the repair and leave.



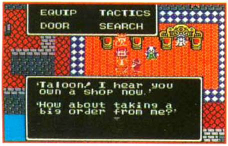
Alena inspects the wall.

It seems the wall, repaired with flimsy boards, can be broken through by kicking.

Stand facing the repaired wall and use the Search command. You'll fall right through the wall.

HOW CAN I BUILD THE TUNNEL TO BRANCA?

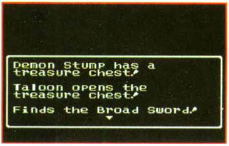
As Taloon the merchant in Chapter 3, you must raise 60,000 gold pieces to build a tunnel to Branca. That's a lot of dough! You could buy equipment at other shops, mark it up and sell it at your store, but there's a faster way to make money. Talk to the King. He'll order seven Broad Swords and seven sets of Half-Plate Armor. Head east across the bridge and attack the enemies there. Pick up the swords and armor they leave behind, and when you have seven of each, return to the castle. Take your hardware to the two men in the upper right room on the first floor to get 60,000 gold pieces.



'Taloon! I hear you own a shop now.'

'How about taking a big order from me?'

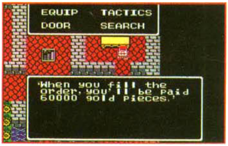
When you talk to the King, he'll place an order for Broad Swords and Half-Plate Armor.


Demon Stump has a treasure chest!

Taloon opens the treasure chest!

Finds the Broad Sword!

You don't have to make the swords and armor. Take them from enemies after you defeat them.



'When you fill the order, you'll be paid 60000 gold pieces.'

Your effort pays off royally. The King's cashiers will give you the entire sum: 60,000 gold pieces.

COUNT ON THE PROS FOR POWERFUL TIPS

NINTENDO POWER

WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

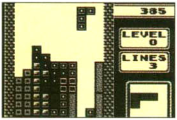
POWER PLAYER'S

The Power Player's Challenges continue this month with nine more games for you to play! Try your hand at these Challenges and send us word of your top accomplishments. In the future we will be printing the best scores that we receive for each game on the opposite page, but for now we have included some of the Game Counselor's top scores at these Challenges. Try to beat their scores and break their records. If you do, you know that you must have a great score! When you beat one of our Challenges, take a photo of your game screen and send it to us. Make sure that you include your system in the photograph. Good Luck and keep on playing!

T.M.N.T. IV

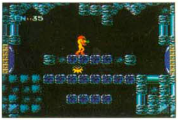
CHALLENGE: How fast can you finish the game in the Easy Mode?
You will have to bowl through Shredder's men as fast as you can!

TETRIS



CHALLENGE: How many lines can you get in the A game?
Starting at level zero and try to get as many lines as you can. It's not as easy as it sounds.

METROID



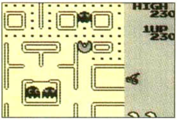
CHALLENGE: Can you finish the game in under 45 minutes without getting defeated?
If you do, you will get the best ending.

F-ZERO

POWER
1' 15"59

CHALLENGE: What's the fastest time you can get on the Mute City I time trial?
Try racing in the Practice mode, you will get faster times!

PAC-MAN



CHALLENGE: What's the highest score you can munch in this classic?
To get big bonus points try to eat all four of the ghosts at the same time.

KICKLE KUBICLE

CHALLENGE: What is the highest score you can get in this puzzler?
Remember not to continue so you don't erase your score.

SIMCITY

1906 JAN
106680
13986

CHALLENGE: How many years does it take you to get the Mario Statue?
Use the million dollar code to build your city quicker.

WAVE RACE

WAVE RACE™
1 P
PRACTICE

CHALLENGE: What is the best time you can get on the first track in the circuit?
Use the Practice mode so you can race alone.

PRINCE OF PERSIA

CHALLENGE: How much time do you have left when you finish the game?
You are going to have to hurry through the early stages to improve your time.

Let the challenges begin!

T.M.N.T. IV

Quickest Times to Finish.

John Rogers	0:29:13
Paul Rush	0:32:15
Greg Richardson	0:35:45
Barb Nesbit-Snyder	0:39:00

TETRIS

Most Lines In Game A.

Mark Anderson	167
Michelle Smith	152
Tom Davis	141
Rob Green	139

METROID

Finished with Best Ending.

Oliver Russell	41 min
John McCloud	41 min
Seamus Pelan	43 min
Linda Molinari	45 min

F-ZERO

Best Time on Mute City I

Greg Larzelere	2:01:56
Todd Bergmann	2:03:14
Mike Vetsch	2:06:32
Shane Lewis	2:09:28

PAC-MAN

Best High Scores.

Steve Gaddis	59320
Kevin Hunter	52150
Richard Ham	49220
Kirk Starr	49140

KICKLE KUBICLE

Highest Score.

Mark Wallenberg	6354700
Mike Caldwell	6103200
Tim Gleason	5582700
Greg Rothe	5121700

SIMCITY

Fastest to get the Mario Statue.

Mike Jumper	25 years
Lonny Jones	30 years
John Harbottle	53 years
Chris Dolan	62 years

WAVE RACE

Fastest Time on the First Track.

Robert Johnson	33:14
Chris Paul	34:01
David Overstreet	34:95
Jay Shuit	35:52

PRINCE OF PERSIA

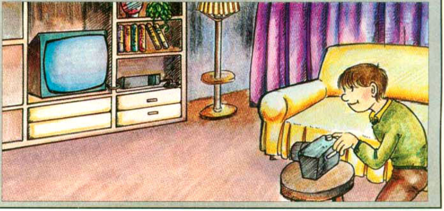
Most Time left at the end.

Megan Faris	11 min
Ed Ridgeway	9 min
Denise Borovskis	5 min
Calvin Smith	2 min

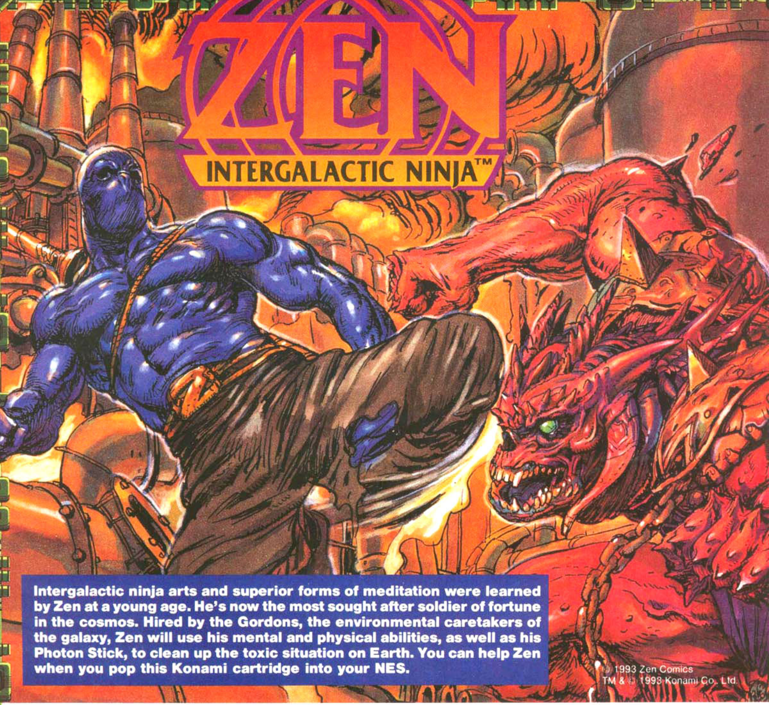
OK, I've got a high score. How do I take the picture?

If you beat one of our Challenges, send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Include your system in the photo.

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, Wa. 98073-9733



ZEN INTERGALACTIC NINJA™



Intergalactic ninja arts and superior forms of meditation were learned by Zen at a young age. He's now the most sought after soldier of fortune in the cosmos. Hired by the Gordons, the environmental caretakers of the galaxy, Zen will use his mental and physical abilities, as well as his Photon Stick, to clean up the toxic situation on Earth. You can help Zen when you pop this Konami cartridge into your NES.

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TAKE OUT THE TRASH!

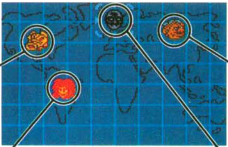
The Geocrystal, a gem with the power to save the world, has been discovered by a young boy named Jeremy. The loathsome Lord Contaminous and his army of squalid submissives and festering fiends will stop at nothing to obtain the Geocrystal. They have taken Jeremy captive and are employing treacherous tactics to force him to divulge the location of the majestic gem. Contaminous' evil intent is evident to the Gordons. Zen's perilous mission on Earth is threefold: save Jeremy, secure the Geocrystal and destroy the filthy forces of Contaminous.

GRIME SCENES

Zen can begin his clean-up quest in one of four different stages. There is no pre-established order for completing the stages. Each stage is different. The action is mostly side-scrolling in the Slixxon Oil Rig and Acid Rain Forest stages, but a diagonal scroll is featured in the Runaway Railcar and Biggs Toxic Factory stages. The game is not overly difficult, but the variety in views keeps things interesting.

BIGGS TOXIC FACTORY

There's enough toxic material in this factory to wipe out an entire city. Defeat Smogger at the top of the building and escape before it blows!



RUNAWAY RAILCAR

Rock slides, gaps between the tracks and other railway enemies will hamper Zen's progress as he zooms down the tracks. Hit the junction switches with the Photon Stick to change tracks.

ACID RAIN FOREST

Sulfura, an acidic warrior, is wreaking havoc in the Rain Forest. Zen will have to revive the flowers while fending off attacks from acid rain clouds. Battle Sulfura at the uppermost area in the stage to stop the rain.

SLIXXON OIL RIG

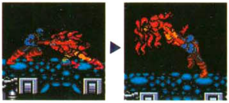
Crew members are stranded behind flaming doorways in the oil rig. Find fire extinguishers to put out the flames and rescue them. However, to exit the stage, Zen will have to make his way up to meet Oil Slick, a terrible, slippery character!

INTERGALACTIC NINJA ARTS

Zen has mastery of a futuristic form of ninja. His Photon Stick plays a big role in his attack techniques. Zen won't actually hit an enemy with his hands. All contact occurs with his Stick or his feet. Legs that are good for kicking are also good for jumping. Great leaping ability is a must for the warrior.

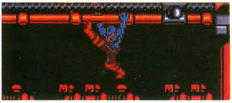
THRUST THROW

An enemy can be thrown over Zen's head by holding Right or Left and pressing the B Button. Reverse the direction to execute this powerful throw.



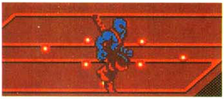
KICK

Zen will only be able to execute his Kick Attack when he's hanging from a pipe or ledge. He'll use this technique frequently on the oil rig.



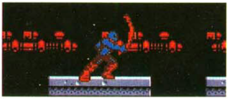
JUMP ATTACK

In the diagonally-scrolling stages, you can accomplish the Jump Attack by pressing the A Button and then pressing the B Button while Zen is in the air.



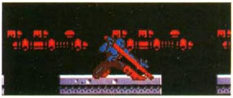
SLAY

A slicing, overhead swing will be the executed if you press the B Button without pressing the directional control. This is a good attack for tall enemies.



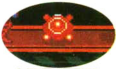
LOWER THRUST

Hold Down and press the B Button to make Zen crouch and thrust his Photon Stick toward the floor. He can't use it in the diagonally-scrolling stages.



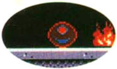
ZEN TOOLS

Scattered sparsely throughout the various stages are Power-Up Items that will help the Zen master accomplish his goal of cleaning up the environment.



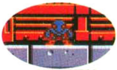
LIFE ITEM

Pressing the Select Button will use one of Zen's Life Items but will fully restore his health.



SHIELD

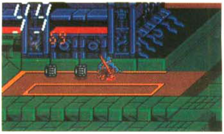
Once picked up, the Shield activates automatically. It will protect Zen from three enemy hits.



1-UP ZEN

Finding a 1-Up mini-Zen clone will give Zen an extra chance to find and defeat Contaminous.

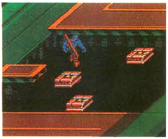
BIGGS TOXIC FACTORY

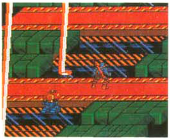


The Biggs Toxic Factory isn't necessarily the easiest stage to complete, but since it's the initial location on the map, we'll tell you about it first. Zen's jumping ability and his skills with the powerful Photon Stick will certainly be put to the test here in this 3-D diagonally-scrolling stage. Pay attention to Zen's shadow when he jumps.

JUMPING & FIGHTING

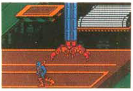
Moving platforms are often extremely difficult to land on. If Zen doesn't land on one, he's a goner! The key to an accurate leap is to watch where Zen's shadow is located. If the shadow appears on a solid structure, Zen will land safely. You can continue to move Zen around while he is in the air.

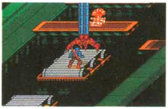


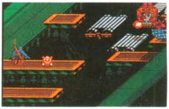


THE CLAW & CONVEYORS

A giant, mechanical claw will drop down from the top of the screen to try to put the clamp on Zen. Zen can fake it out by moving constantly. If he stays in one location, he's bound to get snagged. Keep moving on the conveyor belts, too!

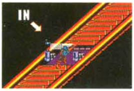


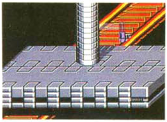


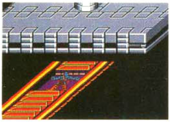


HIDE IN THE GAP

This is a strange test of skills! Zen will have to fight against an electrified fence with his Photon Stick. When the ceiling falls, Zen had better be in the purple gap so he can avoid contact with the ceiling. If the fence forces him out, he'll be squashed.

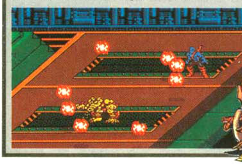


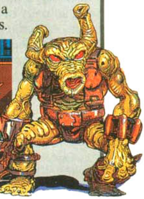




SMOGGER

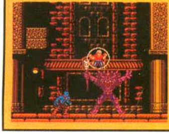
Smogger poses a serious health threat. Zen, however, poses an even bigger threat to Smogger. The Jump Attack tends to work fairly well. Use it! You'll need to avoid him when he transforms into a cloud of smoke. Jump over his fire blasts.

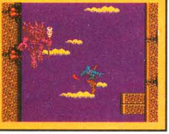




RESCUE MISSION

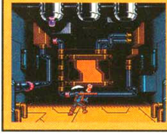
When Zen gets to this area, he'll have to use special jumping abilities to find Jeremy. Rebound off of the walls by pressing the directional control toward the wall and the A Button to jump.

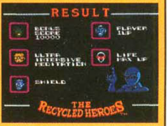




BONUS STAGE

Recycle it, Zen! Receive powerful Bonus Items for hitting as much recyclable material into the Recyclotron as possible. Move under the spouts and hit the garbage with the Photon Stick as it drops down.



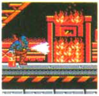


SLIXXON OIL RIG

Several doorways have burst into flames on the ship and some members of the crew are trapped behind them. Zen will have to find Fire Extinguishers to douse the flames and save the crew. To put out a flame, stand next to the doorway with a Fire Extinguisher in hand and press Up and the B Button on the controller. He'll be able to use each Fire Extinguisher only once.

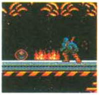
❶ FIREFIGHTER ZEN

Douse the flames with a Fire Extinguisher. Some extinguishers can be found but others are dropped by enemies when they're defeated by Zen. Zen can only carry and use one at a time.



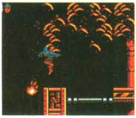
❷ SHIELD POWER

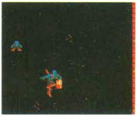
A lone Shield is waiting for Zen in the upper left corner of the horizontal portion of the map. Getting it will help Zen make his way over to the right and up through the towering smokestack.



❸ HIDDEN 1-UP

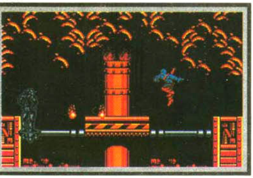
Zen can make his way up the tower before rescuing the required number of crew members. Hold Left on the Controller and jump off the tower to snag the elusive 1-Up.

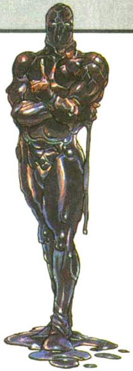


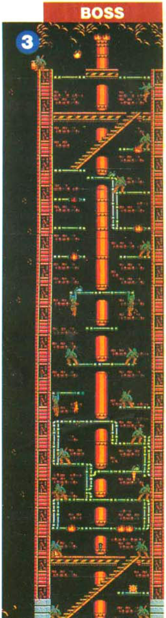


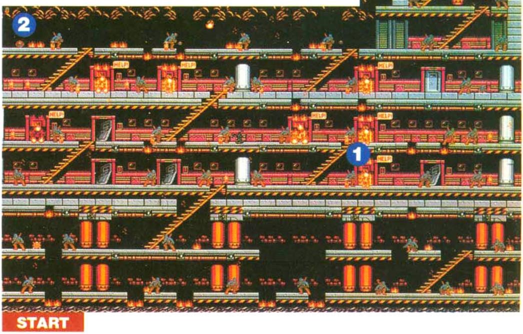
OIL SLICK

Oil Slick is probably the most difficult boss to defeat out of the first four stage bosses. When you score a hit on Oil Slick, you'd better move fast because he'll put his quick slick attack on Zen faster than you can say "Crude."







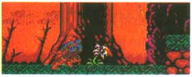


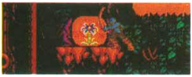
ACID RAIN FOREST

The Acid Rain Forest is probably the easiest stage in the game to complete. However, the goal of the stage is probably the least intuitive. The layout is very simple. Three giant trees dominate this vertically-oriented stage. Use the branches and bushes to quickly scale the trees. Keep an eye on the Flower gauge. It tells you how well you're doing.

❶ TAP THE FLOWERS

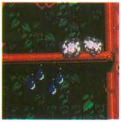
The acid rain that Sulfura is creating is choking the flowers. Use your Photon Stick to knock the acid rain off of the flowers and temporarily restore their health. The more flowers there are standing, the better Zen's chances are to defeat the sour-souled Sulfura.

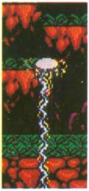




❷ ACID RAIN CLOUD

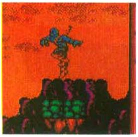
There's something lurking behind the gloomy clouds. Slam the clouds with the Photon Stick to find out what makes them move so fast. You'll discover a type of weather machine. These machines are deadly. They will camp out above Zen's head and shoot out powerful lasers. Thrash them before they have a chance to hit you.

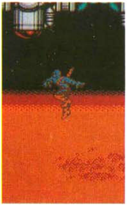


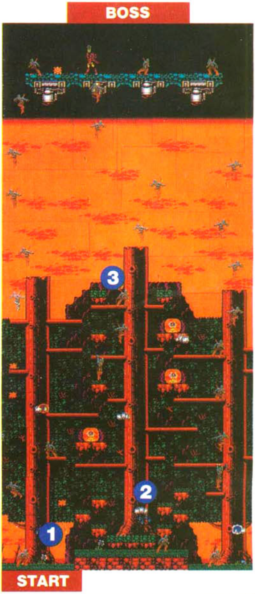


❸ SPRING UP!

Some patches of brush in the forest have spring-like properties. Zen can jump and bounce to great heights on the lush, but very endangered vegetation. This is the only route to the top of the area.

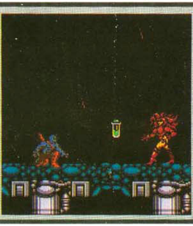


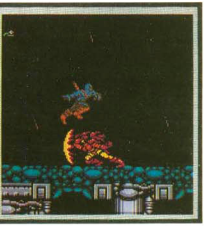




SULFURA

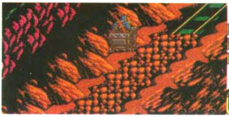
Zen loses health if the flowers wilt. Upon rescuing several flowers, bounce up to the top to battle Sulfura. She throws vials of acid and casts acid rain. Use the Thrust Throw if you get close enough to her to execute the move. If you get a message to GO DOWN, you'll need to rescue more flowers.





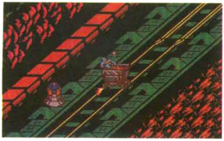
RUNAWAY RAILCAR

Zen takes to the railways in a runaway railcar. Depending on how many switches he manages to hit along the way, Zen will encounter a wide variety of hazards. There's no "safe" route. However, hitting every switch will yield the easiest route. Jumping skills will be used on the rails to avoid gaps in the tracks, fireballs and other nasty obstacles.



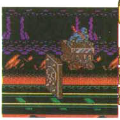
SWITCH HITTER

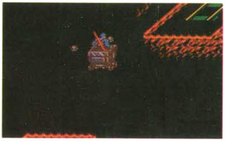
A warning message will flash on the screen to inform Zen that there is an upcoming switch. Hold Left on the Controller and press the B Button to hit the switch.

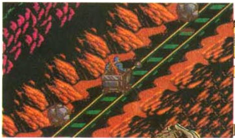


TOO MANY TRAPS

As previously mentioned, there are many obstacles in this fast-moving stage. Zen will have to jump his railcar over rock slides and gaps in the tracks. He'll also have to avoid or destroy falling boulders and metal barriers along the way.

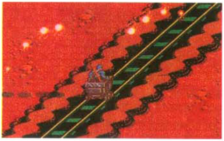






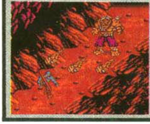
FLAME FIELD

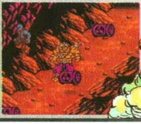
Depending upon the path Zen takes, he may come across this patch of lava. Move back and forth to avoid the flames that spew forth.



GARBAGEMAN

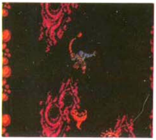
The Jump Attack works well on the Garbageman. Don't get too close! Jump over his triple-shot attack and avoid the barrels of toxic waste that come rolling in while assailing the beast.

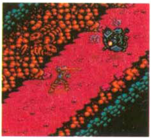


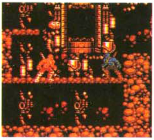


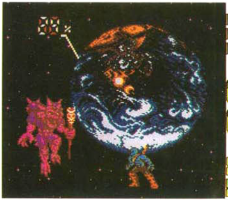
THE CONTAMINATION CONTINUES

After cleaning up the boss characters in the first four stages, Zen has four more interesting battles ahead of him. The first is a free-fall episode down the Cavern of Crud. There's no time to waste here because the spiked ceiling is on its way down, too! Next, face off against Scrap Heap, a mechanical warrior made entirely of junk. A riveting battle with a clone is also in Zen's near future. Ultimately, Lord Contaminous will be encountered.









The final battle with Lord Contaminous takes place in space. You'll have to destroy the nuclear weapons before they make their way to Earth.

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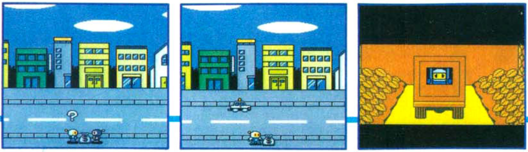
BOMBERMAN II™

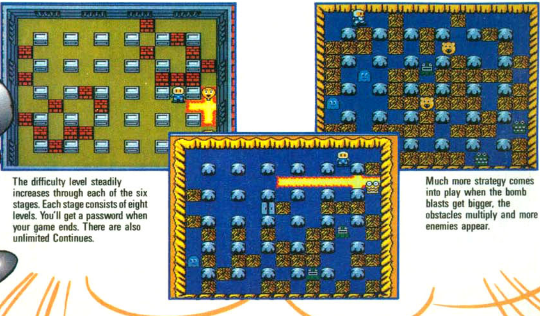
WARNING: IT'S A BLAST!

It seems like every hero, video game or otherwise, has an evil twin. Bomberman is no different. His evil twin has pulled off a bank heist and has twisted the facts around so the blame now rests on Bomberman. He'll have to set the record straight, but it won't be easy. First, he has to blast out of the prison that Hudson Soft has built! Loaded with an infinite supply of bombs, Bomberman is ready to break out!



KA-BOOM!

By today's video game standards, the graphics and sound of Bomberman II are primitive. However, this point is overshadowed by the fact that Bomberman II is really fun to play. The strategy, puzzle and action elements give it just what it needs: staying power. It's fairly addictive and it's not a quick play. A 2 and 3-player option plus a password feature complement the game nicely.

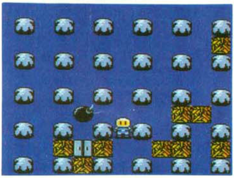


The difficulty level steadily increases through each of the six stages. Each stage consists of eight levels. You'll get a password when your game ends. There are also unlimited Continues.

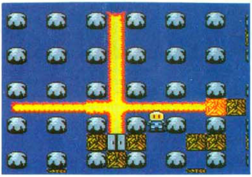
Much more strategy comes into play when the bomb blasts get bigger, the obstacles multiply and more enemies appear.

ABOUT THE EXIT

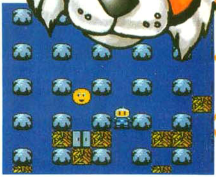
In each level, the exit is hidden under one of the obstacles. Its placement is random and can be anywhere on the playfield. If Bomberman annihilates all of the enemies in the room and reaches the exit before time runs out, he'll be allowed to move on to the next level. Don't place bombs near the exit once it has been exposed. If the blast from a bomb happens to touch the exit, several enemies will appear from the doorway to make Bomberman's job more difficult. Once again: No bombing near the exit!



Bad move, Bomberman! The blast will be bigger in this level. It's bound to hit the exit. Don't place a bomb unless you're sure it will be a safe blast.



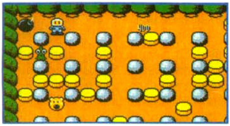
Nailed it, big time! If this bomb had been placed one space to the left or right, it would have been safe because the stones would have blocked the blast.



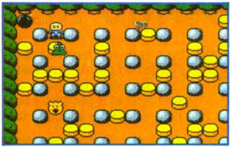
Here comes another enemy!

BOMBERCIDE

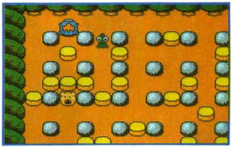
When enemies approach quickly, it's easy to get ahead of yourself and walk right into the bomb blast, thus committing bombercide. Rule Number 1: Don't bomb yourself! Get into the habit of turning a corner after you place a bomb. This tactic will take Bomberman out of harm's way and will be especially helpful when the bomb blasts become more powerful and have greater range. Make sure that you go ALL the way around the corner, too. The sight of Bomberman exploding is not what you want to see, no matter how humorous it is.



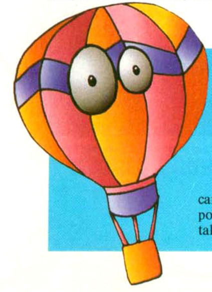
The bomb has been placed and it's about ready to explode. Get out of the way, Bomberman! Move to a safe spot. This looks to be a likely safe spot.



Suddenly, Bomberman realizes that this particular green enemy can move through the obstacles. Forgetting about the bomb, Bomberman hesitates momentarily.

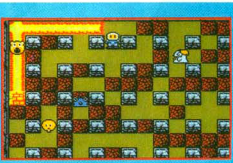


Phffft! The blast from the bomb takes its toll and, sad but true, Bomberman pays the ultimate price. He'll have to start this level all over again.



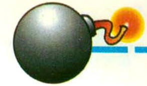
ENEMY ELIMINATION

Bomberman's first goal is to eliminate all of the enemies. The next step is to blast obstacles and look for the exit. If Bomberman can accomplish both tasks simultaneously, more power to him! See how many enemies you can take out with a single blast!

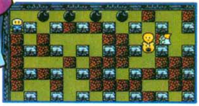


An example of good bomb placement! The blast took out an enemy and an obstacle.

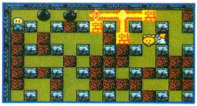
BOMB CHAIN



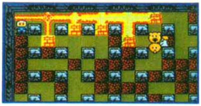
At the beginning of the game, Bomberman starts off being able to place only one bomb at a time. As he collects Bomb Bonus Items, he'll be able to lay down several bombs at a time. Placing multiple bombs is great for clearing off many obstacles with a big blast. Hidden under obstacles are the Bonus Items. There is at least one Bonus Item in each level.



It's a good thing Bomberman has turned a corner and is out of the way. This blast will be a big one!



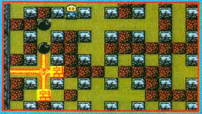
The first bomb goes off. The other bombs will explode instantly if they are touched by the blast.



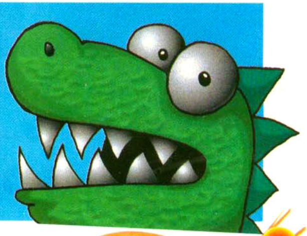
Five obstacles have been cleared away. It's too bad there weren't any enemies in the path of the blast.

INTERSECTION BLAST

Try to clear off as many obstacles as you can as quickly as you can. You'll benefit from placing bombs at intersection points. A four-way blast has a better chance of hitting something. Remember to get out of the way, though!

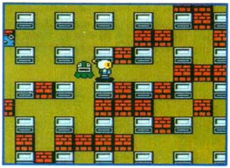


This 3-bomb blast will take out six obstacles. It might even reveal the exit!

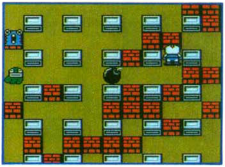


BOMB REPELLENT

If you're being chased by particularly pesky enemies, drop bombs to get them off your back. Almost every enemy will change its direction if threatened with a bomb. Again, make sure that you have a safe spot to run to if you drop a bomb. You can also wait and stand on top of the bomb for a second to allow the enemy to pass.



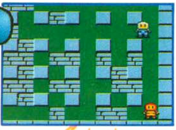
"Oh, great! I've got one of those nasty green things on my tail. I'll just have to drop one of my explosive devices and get out of the way."

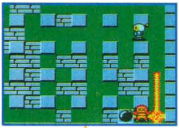


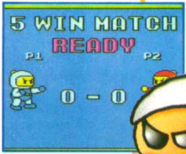
"Ha, ha! I got him off my tail. I'm gonna hide here for a second. I hope he's stupid enough to head back this way. That'll be the last time he follows me!"

VS. MODE

Two Bombermen can face off in the vs. Mode. The same basic rule applies here: Don't blow yourself up. Blow the other Bomberman up instead. The first Bomberman to blow his opponent five times will win the match. It's considered a draw if both combatants happen to get blown up by the same blast. There will be plenty of Bomb and Flame Face Bonus Items to be uncovered in this mode. The Flame Faces will increase the range of your bomb blasts.







5 WIN MATCH

READY

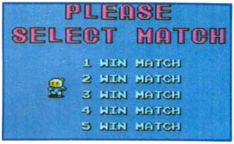
P1 P2

0 - 0

The blue Bomberman wins this game! He trapped the orange Bomberman in the corner and hit him with a blast before he could get out.

3-PLAYER BLASTING!

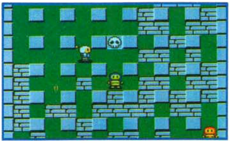
Another great feature in this game is the 3-Player Battle Mode. To actually play with three players, you'll need to use the NES Satellite or NES Four Score. There aren't many games that feature a 3-Player Mode. It's a bit odd that the programmers didn't go for a 4-Player Mode. The Battle Mode is the only place where the Skull Item appears. If you pick up a Skull, unpleasant side effects are bound to occur. You'll automatically drop bombs, speed up uncontrollably or slow way down. Stay away from them.



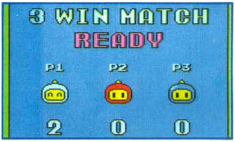
PLEASE SELECT MATCH

1 WIN MATCH
2 WIN MATCH
3 WIN MATCH
4 WIN MATCH
5 WIN MATCH

You can select the number of games a Bomberman will need to win in order to win the Battle Mode match.



A Skull has been uncovered. Don't go near it! Crazy things start to happen when a Skull is picked up.



3 WIN MATCH

READY

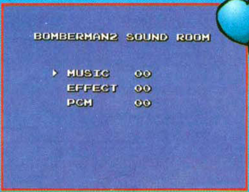
P1 P2 P3

2 0 0

Player 1 is in front with a two-game lead over the other Bombermen. He needs one more to win the match!

CREDIT CODE

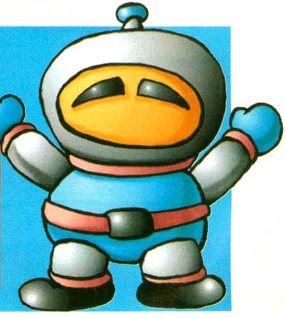
When you finish the game, you'll see the credits roll by. In the credits, a special password is revealed that, when entered, will take you to the Sound Room. Here, you can sample all of the game's sounds.



BOMBERMAN2 SOUND ROOM

▸ MUSIC 00
EFFECT 00
PCM 00

You'll have to finish the game to find out the secret password!



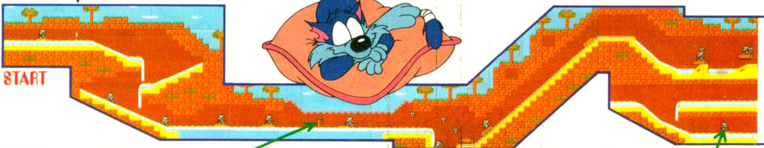
TINY TOON Adventures 2

TROUBLE IN WACKYLAND

Konami's latest Tiny Toon game stars Buster, Babs and the rest of the gang. It's a five-level, one-player game that is a quick play for experienced players. The amusement park stages and character animation will probably appeal most to younger players who are fans of the Tiny Toons.

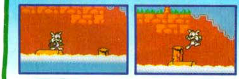
Admit One
HIGH SPEED LOG RIDE
WACKYLAND
1
Admit One
For Play on the NES

The game starts at the Ticket Booth. The Fun House admission is 50 Tickets, so you have to earn points for more tickets by mastering the other attractions first. At a cost of three Tickets, the Log Ride is a good place to start.



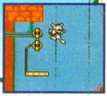
LOG ROLLING

Start by jumping onto the log, then get ready to jump over the logs that pop up out of the water.



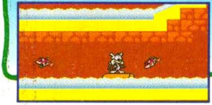
FROM LIFT TO LOG

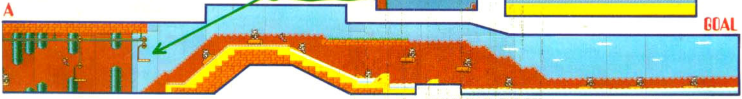
Press Up to make the lift go as high as possible, then make a leap for the log on the right. You won't make it from a lower level.



JUMPING FISH

The water is full of jumping fish in this area. If you stand perfectly still as your log floats along, the fish won't touch you.





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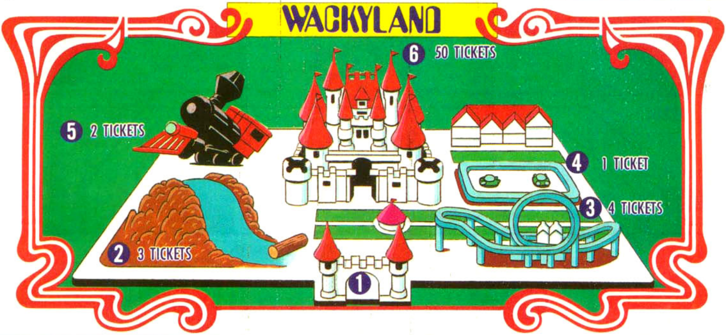
TROUBLE IN WACKYLAND

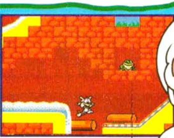
Buster and his buddies are back in a new adventure that takes them to the new amusement park, Wackyland, just built near Acme Acres. When Buster receives a special invitation in the mail from a Secret Admirer, the Toonsters can't wait to try all the new rides and attractions at Wackyland. But they don't know the identity of the Secret Admirer–and they don't know that there is Trouble in Wackyland.

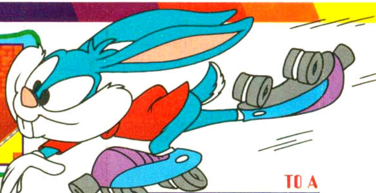
1. TICKET BOOTH
2. HIGH SPEED LOG RIDE
3. ROLLER COASTER
4. BUMPER CARS
5. TRAIN
6. FUN HOUSE

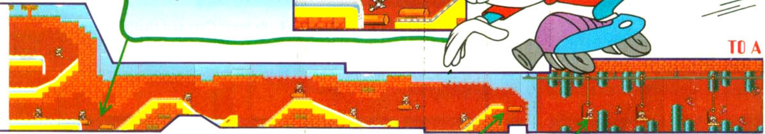


LOG LEAPING

Wait until the log you're riding starts to fall then leap for the log on the right.

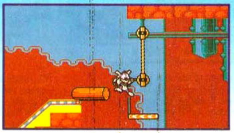






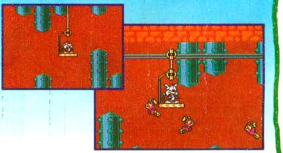
FROM LOG TO LIFT

As your log drops off the falls, jump to the waiting elevator lift. It will begin to move to the right when you land.



DON'T GET SPIKED

It really hurts if you hit the Spikes. To avoid them, raise and lower your lift by pressing and releasing Up on the Control Pad. Dodge the flying enemies as you go.



Admit One
WACKYLAND
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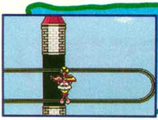
Admit One
For Play on the NES

ROLLER COASTER

While Furrball is busy riding logs, Babs takes her four tickets to the more challenging Roller Coaster. Babs not only rides her roller coaster car, sometimes she hangs from underneath to dodge dangers overhead.

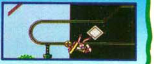


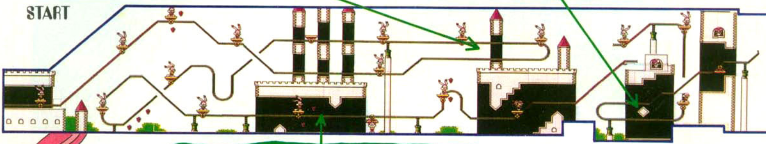
DUCK AND FLIP

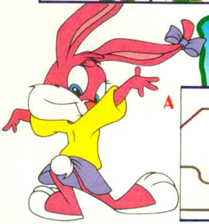
Press Down to duck under the low blocks, then press B to flip the cart over and hang from underneath.

SWITCH CARTS

Jump to the upper cart. When it drops, do two quick flips to avoid touching the sharp triangle.

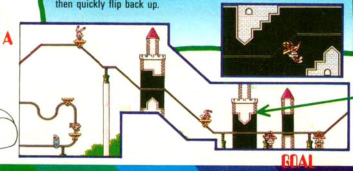






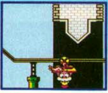
DODGE THE SPIKES

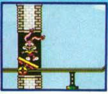
Hang from under the cart to avoid the spike in the room on the left, then quickly flip back up.



GO FOR THE GOAL

Now it's downhill all the way to the Goal. Between Babs and the exit, though, are a couple of spots that require nimble fingers and quick flips. Go for it, Babs.





Admit One
WACKYLAND
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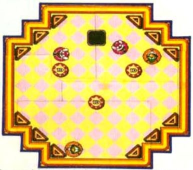
Admit One
For Play on the NES

BUMPER CARS

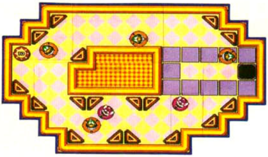
Plucky Duck picks Bumper Cars and challenges two other drivers in three rounds behind the wheel. Hit the bumpers five or six times to make Power-Ups appear. They'll help you push the other drivers out of the picture.

ROUND 1



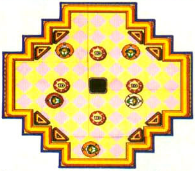
Your goal is to push the other drivers into the hole before they do the same to you. Keep pressing the Brake (B Button) to hold them back and to keep them from bouncing you backward against the bumpers.

ROUND 2



It's easy to get caught in the tight corners of the second course. Keep an eye on the Timer don't let it run out. If you get bumped into the hole, you lose a Heart, but if time runs out, your game is over.

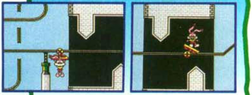
ROUND 3



This course may look simple, but it's the toughest one of all. The hole is in the center of the screen, and it's surrounded by bumpers. It's easy to knock yourself into the hole by hitting one of the bumpers.

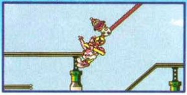
FAST FLIPS

When you reach this room, be prepared to do a couple of fast flips. Enter hanging from below the cart, then immediately flip up after you pass under the spike above.



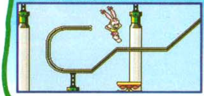
EVADE THE ENEMIES

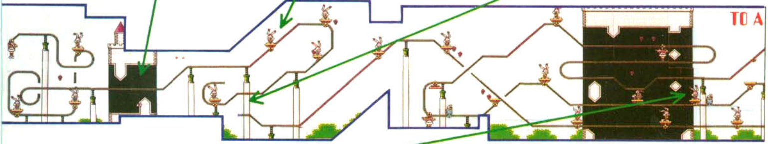
Flying enemies enter the scene in this area. Flip the roller coaster cart quickly up and down to dodge them.



GET A NEW RIDE

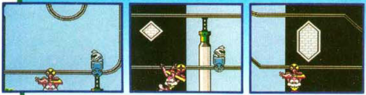
When your cart reaches the end of the rail here, wait until the last second then leap to the new cart on the left.





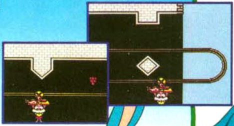
AUTOMATION ATTACK

The robots that attack in this area are difficult to dodge. The action is fast and furious. Avoid the spikes and flip up and down to dodge the robots.



EXIT THE AREA

As you circle around towards the exit in the upper right, more robots pursue and spikes and the sharp edges of triangles threaten to spear Babs. You must flip the cart very quickly to be in the right position to avoid damage.



Admit One
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For Play on the NES
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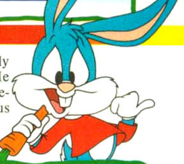
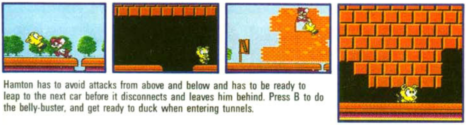
THE TRAIN

Hamton rides the rails and really throws his weight around. He fends off the railroad rats and dive-bombing birds with a boisterous belly-buster attack.

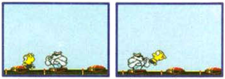




Hamton has to avoid attacks from above and below and has to be ready to leap to the next car before it disconnects and leaves him behind. Press B to do the belly-buster, and get ready to duck when entering tunnels.

ARNOLD THE PIT BULL

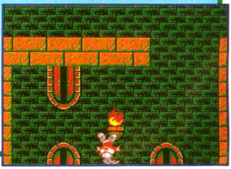
Arnold waits in one of the smoke stacks. When one of the stacks starts to rise, get ready to belly-bust the pit bull before he can box your ears. He has quite a long reach, so if you don't hit him immediately, jump back and wait for his next appearance. Hit him four times to derail him.



Arnold throws a mean punch. If you miss your opportunity to strike as he emerges, stand way back and wait for your next chance to get the jump on him.

THE SECRET ADMIRER

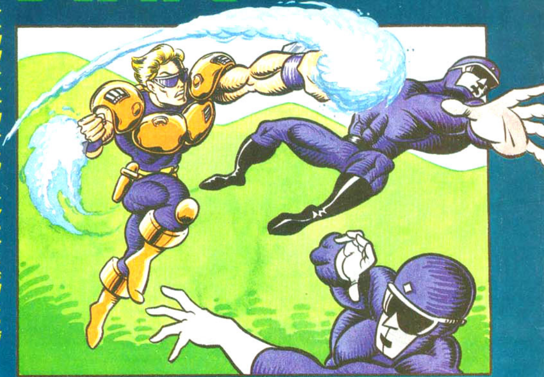
It takes 50 regular tickets, or 4 gold ones, to enter the Fun House. Inside, Buster contends with a maze of flashing lights, confusing doors, and gravity gone crazy.



TIME DIVER EON MAN™

Earth, 60 years into the future. The world is virtually crime free thanks to the Clear System invented by Kane Nelson, scientist extraordinaire. That is, until a secret organization called Romedrux decides to challenge the system by unleashing a plague of crime. In order for them to succeed, they'll need to prevent the Clear System from ever being invented, and that means eliminating Kane or his ancestors.

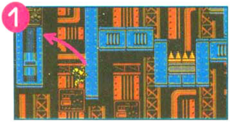
Los Angeles, 1993. Dan Nelson thought he was an ordinary student living in L.A. until the day he found himself under attack by Romedrux warriors. During the attack, Dan learns about his future son, Kane, and vows to protect his family past, present, and future. It's a race through time in this new sci-fi thriller from Taito!



BIG, BIG ACTION

EON Man is well prepared for the obstacles that lie ahead of him. Using advanced techniques and his incredible athletic abilities, Dan can get up or over vertical obstacles with ease. When you come to a place that you can't reach with a normal jump, try a series of quick back and forth kick jumps off platforms or walls for an easy vertical climb. This technique is also handy for getting past stubborn enemies, because you can either use alternative routes or pass them by jump kicking through platforms.

①



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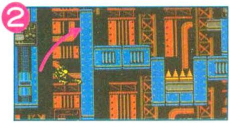

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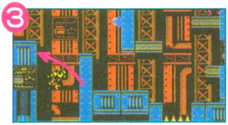

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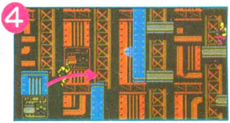

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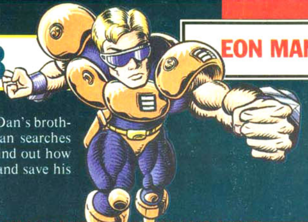
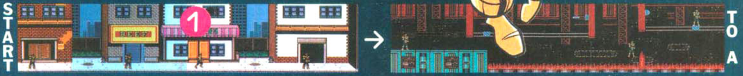
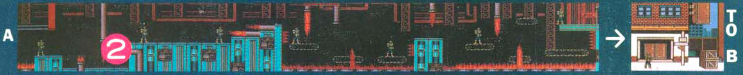
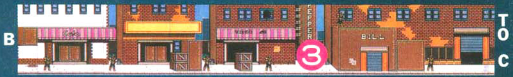
PEACEFUL 1993

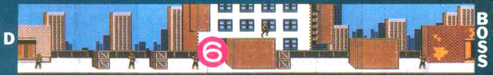


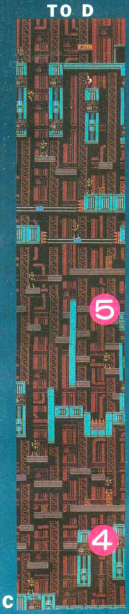
Los Angeles is a beautiful and peaceful city that is about to get turned upside down. Romedrux warriors have kidnapped Dan's brother and are holding him on top of an office building. As Dan searches throughout the city for his brother, he is just beginning to find out how powerful his enemies really are. Can Dan avoid their traps and save his brother? The race is on!



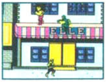






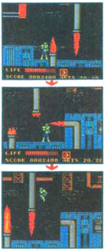


① Breakout



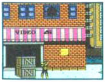
Watch out for surprise attacks from above you!

② Flame On



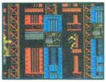
Flames shoot from three directions here. When the first horizontal flame dies down, jump across the pipe it comes from. When the second horizontal flame and the single vertical flame die down, kick jump off the right wall and middle pipe to reach the next platform.

③ Jump



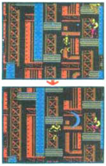
Even though the awnings are a safer route, Eon Man must drop down to street level to get past the Video store.

④ Which Path



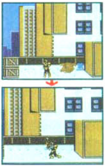
Travel up the passage on the right to avoid enemies.

⑤ Mega Attack



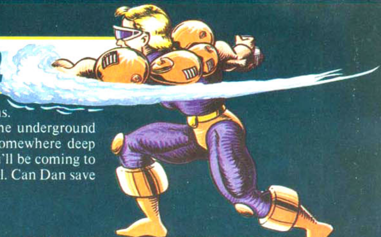
Since each platform contains an enemy, you'll need lots of energy to get you through here safely. Use a wind blast from the platform below to knock out each of these bad guys.

⑥ Bird Brain

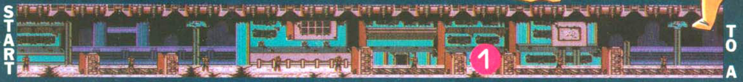


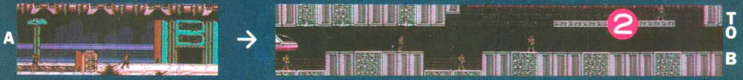
Because as many as five or six birds will attack at once, use a wind blast to knock them out as soon as they appear or you may end up a part of their nest!

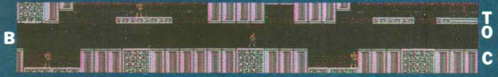
DEVASTATED 2052

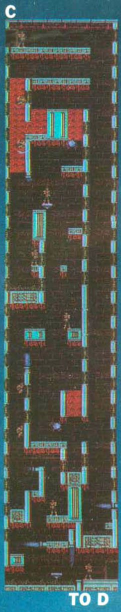


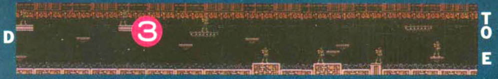
What was once a beautiful city is now only devastated ruins. Romedrux warriors have taken over the city and are using the underground transportation systems as their headquarters. Also hidden somewhere deep underground is Dan's kidnapped son, Kane. Knowing that you'll be coming to save Kane, a Romedrux football warrior is awaiting your arrival. Can Dan save his son or will this final trap finish him off for good?

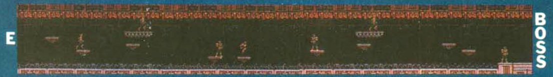






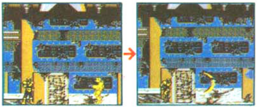






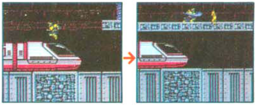
① Tough Place To Pass

With lasers firing at you from all directions and a guard waiting below, you may want to leap over this danger pit.



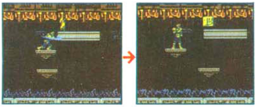
② More Power

Use the train to reach the platform and attack these four enemies from behind. Once defeated, each holds a special Power-Up.



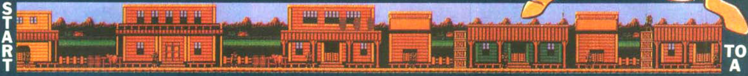
③ 1-Up

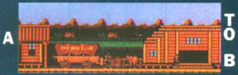
One-Ups are scarce so don't pass up the chance to grab this one! Defeat the first enemy and blast the second for this 1-Up.

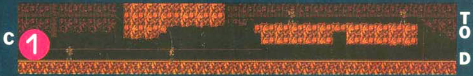


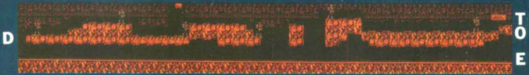
THE PAST 1882

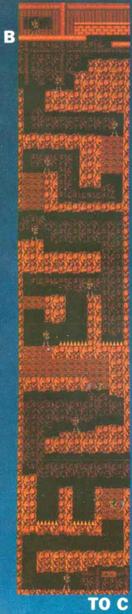
Grandpa Nelson was a rugged character full of spit and fire until he was kidnapped by these time bandits. Now held in a cave deep under the town shack, Dan must rush to save Grandpa Nelson from the clutches of the cyborg rock man who is holding him hostage. Can he travel back to this western frontier to save his grandfather before he is wiped out of history as well?





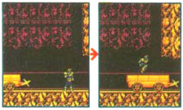






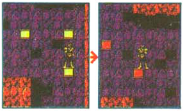
① Wagon Wheel

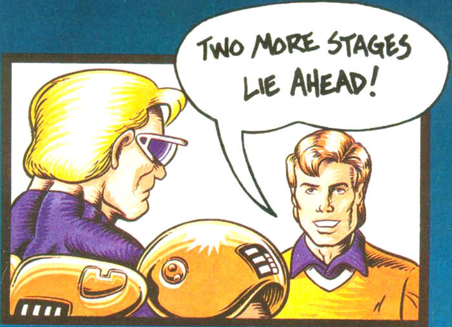
Use the chuck wagon to reach the upper platforms but stay away from the spinning blade or you'll end up as chuck roast!

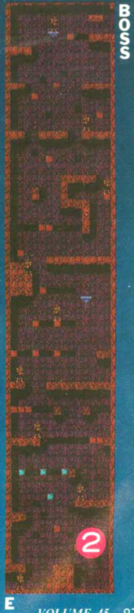


② Quick Change

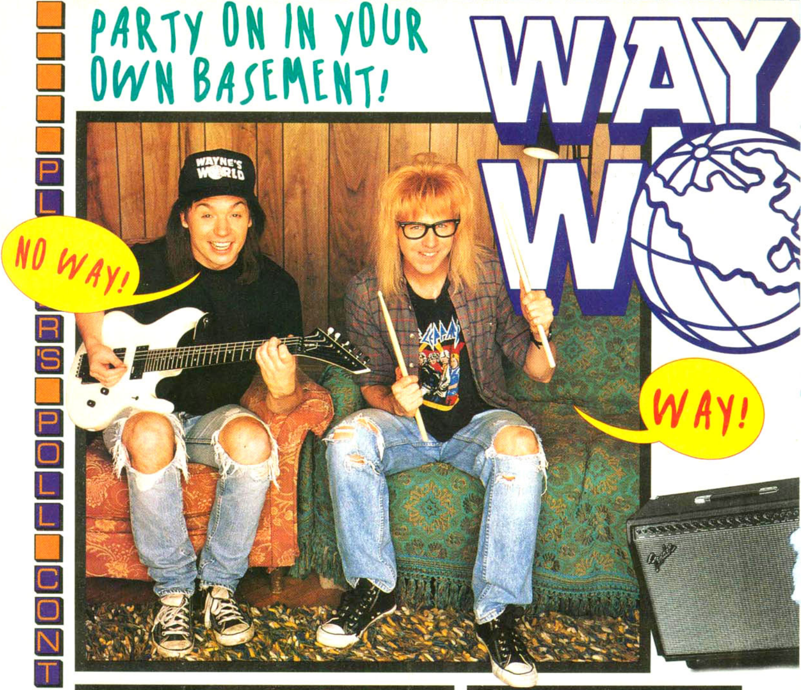
The climb to the top will be tough, but if you're quick enough, you can kick jump off the disappearing blocks until you reach safety.




TWO MORE STAGES LIE AHEAD!



PARTY ON IN YOUR OWN BASEMENT!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To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 45 and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 45
P.O. BOX 97062
Redmond, WA 98073-9762

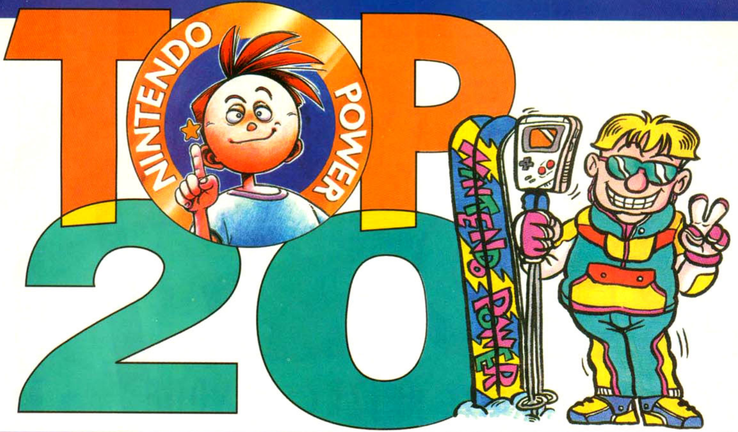
One entry per person, please. All entries must be postmarked no later than March 1, 1993. We are not responsible for lost, stolen or misdirected mail.

On or about March 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after March 31, 1993, send your request to the address above.

GRAND PRIZE: *The Grand Prize winner will receive a Fender Stratocaster guitar, a Fender amplifier, a video camera, the make and model to be determined by Nintendo of America, a pair of drumsticks, and a well-used couch. Estimated value of the grand prize is $3000. Some restrictions apply.*

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

TOP 20



This month, Tecmo Super Bowl has taken over the top spot on the NES chart. Mario grabs number one and number two on the Game Boy chart with Super Mario Land 2—6 Golden Coins and the original Super Mario Land. NCAA Basketball premieres on the chart in the number five spot. What a jump!

SUPER NES

1 16,775 POINTS
8 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The players love it, the dealers love it and the pros love it! This game is still a chart buster!

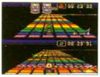
2 13,412 POINTS
14 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link's adventure has kept him on the charts. The action in this game make it one of the hottest paks of all time!

3 12,608 POINTS
3 MONTHS

SUPER MARIO KART



This race thriller is zooming up the charts. The fast go kart action puts players in the winner's circle.

4 11,311 POINTS

MARIO PAINT

A Super NES game with a creative twist. Players are entertained for hours.

5 9,474 POINTS

NCAA BASKETBALL

NCAA has made a big jump into the top five. The graphics are incredible!

6	6,208 POINTS	SUPER MARIO WORLD
7	4,979 POINTS	SUPER STAR WARS
8	4,289 POINTS	F-ZERO
9	4,098 POINTS	FINAL FANTASY II
10	3,559 POINTS	SIMCITY
11	3,080 POINTS	THE SIMPSONS: BART'S NIGHTMARE
12	2,989 POINTS	TMNT IV: TURTLES IN TIME
13	2,643 POINTS	SOUL BLAZER
14	2,482 POINTS	SUPER CASTLEVANIA IV
15	2,142 POINTS	OUT OF THIS WORLD
16	1,980 POINTS	EQUINOX
17	1,918 POINTS	JOHN MADDEN'S FOOTBALL
18	1,760 POINTS	ROAD RUNNER'S DEATH VALLEY RALLY
19	1,658 POINTS	FINAL FANTASY MYSTIC QUEST
20	1,521 POINTS	THE MAGICAL QUEST STARRING MICKEY MOUSE

GAME BOY

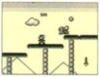
1
12,073 POINTS
5 MONTHS

SUPER MARIO LAND 2: SIX GOLDEN COINS

Here it is! The waiting is over! Mario's second Game Boy adventure has made it to the top.

2
10,018 POINTS
29 MONTHS

SUPER MARIO LAND



Mario's original Game Boy adventure could only be beat by his second adventure.

3
9,090 POINTS
14 MONTHS

METROID II: RETURN OF SAMUS

Samus holds onto the number three spot for the second month in a row. It's a tough fight for number one. Can she do it?

4
7,899 POINTS

KIRBY'S DREAM LAND

Kirby is dreaming of recapturing a top three spot.

5
4,575 POINTS

TETRIS

This all-time classic is back on the charts because of strong player and pro support.

6	4,377 POINTS	FACEBALL 2000
7	3,892 POINTS	DR. MARIO
8	3,832 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
9	3,824 POINTS	FINAL FANTASY ADVENTURE
10	3,502 POINTS	TMNT: FALL OF THE FOOT CLAN
11	3,293 POINTS	BATTLETOADS
12	3,167 POINTS	TECMO BOWL
13	3,112 POINTS	FINAL FANTASY LEGEND
14	3,094 POINTS	MEGA MAN IN DR. WILY'S REVENGE
15	3,011 POINTS	FINAL FANTASY LEGEND II
16	2,900 POINTS	BATMAN: RETURN OF THE JOKER
17	2,566 POINTS	F-1 RACE
18	2,560 POINTS	TMNT II: BACK FROM THE SEWERS
19	2,411 POINTS	YOSHI
20	2,029 POINTS	CASTLEVANIA II: BELMONTS REVENGE

NES

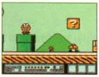
1
11,444 POINTS
12 MONTHS

TECMO SUPER BOWL

Tecmo's football classic has taken the top spot. The dealer's picks have pushed this excellent game above the competition.

2
9,878 POINTS
40 MONTHS

SUPER MARIO BROS. 3



We just can't get enough of Mario. This classic game has stepped down one spot, but it could take number one again.

3
8,650 POINTS
53 MONTHS

THE LEGEND OF ZELDA

Link's first adventure has been on the NES chart for over four years! This game is an all time favorite.

4
6,081 POINTS

MEGA MAN IV

Mega Man has made a great showing this month. He has four games on the chart!

5
5,656 POINTS

FINAL FANTASY

This classic role playing game rounds out the top five NES games this month.

6	4,489 POINTS	TMNT III: THE MANHATTAN PROJECT
7	4,334 POINTS	ZELDA II: THE ADVENTURE OF LINK
8	3,708 POINTS	MEGA MAN V
9	3,646 POINTS	BATTLETOADS
10	3,387 POINTS	SUPER MARIO BROS. 2
11	3,184 POINTS	TETRIS
12	2,855 POINTS	MANIAC MANSION
13	2,801 POINTS	MEGA MAN II
14	2,390 POINTS	MONOPOLY
15	2,337 POINTS	DR. MARIO
16	2,160 POINTS	SUPER OFF-ROAD
17	2,120 POINTS	BASEBALL STARS
18	2,020 POINTS	MEGA MAN III
19	2,014 POINTS	METROID
20	1,985 POINTS	DRAGON WARRIOR IV

NOW PLAYING

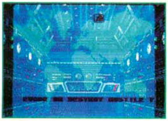
FEBRUARY 1993

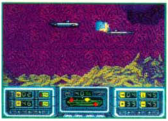
LOOK FOR THESE RELEASES SOON

HUNT FOR RED OCTOBER

Company	**Hi Tech**
Suggested Retail Price	**Between $49.95-$59.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling submarine action with nine missions.**

Captain Ramius is back on the dodge, trying to sneak away from the former Soviet navy with a super-secret new sub. The Super NES version joins the Game Boy and NES versions. In some ways, this is the best. You have better control of the Red October and more weapons at your disposal. On the other hand, there are more baddies than before, and many of them are fast. If you have the Super Scope accessory, you can plug in for some target practice in the periscope mode. After the first mission, you'll be able to undertake other missions in the Caribbean, North Pacific and Mediterranean Sea.





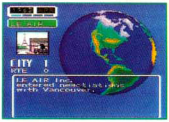
+ With lots of enemy vessels surrounding you at every turn, the challenge is great. The Super Scope option gives the game an extra dimension.

– The two-player interactivity and fun of the Game Boy version of Hunt is sadly missing from this game. It is really a simple shooter that doesn't take advantage of the super story line of the movie and book.

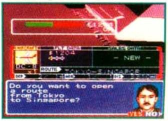
AEROBIZ

Company	**Koei**
Suggested Retail Price	**$69.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Airline simulation**

Here's your chance to run an airline to the top of the industry or straight into the ground. From negotiating landing rights to advertising specials to purchasing and maintaining a fleet of airliners, Aerobiz puts you in the pilot's seat. Get up to speed in this month's review.



LE AIR Inc.
entered negotiations
with Vancouver.



Do you want to open
a route
from Tokyo
to Singapore?

+ Almost every aspect of managing a major airline is included in this simulation, making it seem very realistic. High challenge and interest.

– Information is often packed onto the screen, making it difficult to see the important figures. It isn't always clear what the relationship is between the actions you take and the results in your business.

DRAGON'S LAIR

Company	**Data East**
Suggested Retail Price	**$49.95**
Release Date	**February 1993**
Memory Size	**4 Megabits**
Game Type	**Medieval cartoon hack and slash action.**

Don't expect the laser disc Dragon's Lair from this Super NES newcomer. Although the graphics and animation are very good in this game of the same name, it is very much an action challenge in the tradition of Wizards & Warriors. Dirk the Daring is your hero through multiple stages of being attacked by dragons and other crusading critters. Your job is to collect as many crystals as possible and save...yes, a princess.

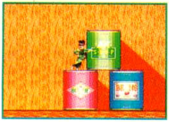
+ The colorful graphics are a definite plus. The option screen has four levels of difficulty and button control selection.

− Control of Dirk is slightly stiff and slow, making precise movement difficult and frustrating. Collision detection with the weapons is also imprecise. Although it may seem that you are hitting an object, it won't register as a hit. Dirk is also limited in the use of his sword. He can't swing and jump at the same time.

HARLEY'S HUMONGOUS ADVENTURE

Company	**Hi Tech**
Suggested Retail Price	**Between $49.95-$59.95**
Release Date	**January 1993**
Memory Size	**4 Megabits**
Game Type	**One or two-player side-scrolling platform game.**

Tiny Harley is up to his neck, and above, in trouble. He's home alone and the dangers of not-so ordinary household bugaboos are humongous. It seems that Harley, a cool but careless basement scientist, blew up his shrinking machine in the process of shrinking himself. Now he must collect the fragments of the machine to restore himself. The only problem is that a bunch of mutated bugs have ripped-off the missing parts. Items Harley can use include rubber bands, parachutes, tacks, screws and marbles. Other surprises are in store for Harley, like the toy tank he can drive in the playroom to plough through enemies or invincibility bug spray. The action is fast, but the play control is responsive, no matter if Harley is parachuting, jumping, swimming or shooting.



+ Secret areas add an extra dimension to the game. Some stages have auto-scrolling so you must keep up the pace. The theme is fun, and so is the play.

− The animation could have been more involving, especially since Harley is supposed to be a cool dude. He seems more like a stick of wood than a character. There are places where Harley jumps off screen or so far above a platform that you can't see where you are jumping...most annoying!

WING COMMANDER

Company	**Mindscape**
Suggested Retail Price	**$69.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Multi-mission space combat with passwords.**

As a rookie star fighter pilot, you'll take on the Kilrathi—humanity's most violent foe—in deep space. The mothership, TIGER'S CLAW, has all the comforts of home, plus hardened vets who know all the tricks of the Kilrathi. This month's review should put you in the battle of your life.

+ There's lots of advice from vets on how to waste the enemy, which comes in handy. Great ship graphics give a real feeling of being in space.

− Getting a bead on the Kilrathi fighters can be nearly impossible and the radar unit can be difficult to use because the enemies move on and off the screen so fast.

JEOPARDY!

Company	**Gametek**
Suggested Retail Price	**$59.95**
Release Date	**February 1993**
Memory Size	**4 Megabits**
Game Type	**TV game show.**

Alex Trebek is featured in this Super NES version of the popular TV game show where you answer with questions. You can test your trivia knowledge in this month's review.

+ There are more categories than the NES version, and they don't repeat nearly as often.

− Some of the questions are so long that you don't have time to answer. Also, entering in long answers can be difficult, because you don't have enough time. Alex's digitized voice can grate after a short time.

CYBERNATOR

Company	**Konami**
Suggested Retail Price	**Between $49.00-$59.00**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Futuristic combat action with a cyber-suited hero.**

The action heats up when you strap on your Assault Suit to do battle with the enemies of the Pacific States in space and on Earth. Survival training is covered in this issue's review.

+ Great graphics, excellent control, non-stop action, what more is there? Hidden Power-Up items are well spread out in the game.

− It isn't always clear if an enemy is taking damage, which means you can waste a lot of time trying to waste invincible objects. The Power Punch attack puts your Cybernator in an awkward and hard-to-defend position.

THE ADDAMS FAMILY PUGSLEY'S SCAVENGER HUNT

Company	**Ocean**
Suggested Retail Price	**$59.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Cartoon action game starring the Addams family.**

Pugsley is the star of this challenging Super NES title from Ocean. Check out the scenes and all the maps in Power's cover review for February.

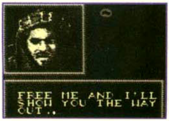
+ Lots of variety and lots of fun. Some of the graphic effects are excellent, particularly the parallax scrolling of backgrounds and color layering of see-through objects like crystal balls and soap bubbles.

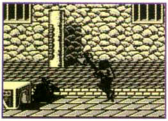
− You use only Pugsley in the action role.

ROBIN HOOD: PRINCE OF THIEVES

Company ....Virgin Games
Suggested Retail Price $29.99
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....Vertical, horizontal and overhead scrolling action adventure.

After Robin escapes from the Arab Dungeon in Jerusalem with Azeem, he returns to England to find Prince John terrorizing the countryside. The Game Boy version is virtually identical to the NES game of the same name. The variety of the action is impressive, from RPG-like searches to straight-out fencing duels. As different people join Robin, you can make use of their talents. You can also talk to lots of people and collect a wide assortment of items.


FREE ME AND I'LL SHOW YOU THE WAY OUT..



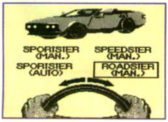
+ Great variety of game play and a great story are enough to keep interest high.

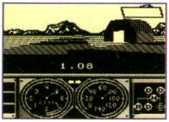
− Play control is awkward at the best of times. The graphics are often incomprehensible and suffer from background blurring, which can make finding items frustrating.

RACE DRIVIN'

Company ....T*HQ GAMES
Suggested Retail Price ....Between $29.99-$39.99
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....3-D arcade road and stunt driving.

Believe it or not, this Game Boy version of Race Drivin' is better than the Super NES version. Why? The speed is much more real-to-life in the handheld game. There are four choices of cars, including both Automatic and Manual shift, three choices of track: Stunt, Autocross, and Super Stunt. The thrills of jumping, looping and dodging roadside obstacles are all included. Success is really a matter of practice and experimentation.





+ The 3-D graphics are very good for a Game Boy game. A wide variety of stunts keeps the challenge high.

− There is no way to determine correct speed for jumps and loops other than trial and error, which leads to lots of crashing.

DARKWING DUCK

Company ....Capcom
Suggested Retail Price ....Not Available
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....Cartoon action starring Darkwing Duck.

St. Canard won't rest easy until F.O.W.L. is plucked by the dynamic Darkwing Duck. Expect seven stages of great Disney action.

+ You can select any of the first three stages in whatever order you prefer. Play control is excellent and there is always some new type of obstacle, to keep your interest high.

− If you've already played the NES version of this game, you won't find much difference except the lack of color.

THE LITTLE MERMAID

Company ....Capcom
Suggested Retail Price ....Not Available
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....Cartoon action starring the Little Mermaid.

Ariel, Disney's Little Mermaid, makes her Game Boy debut with this long awaited title from Capcom. Learn what it takes to put an end to Ursula's evil spell in this month's review.

+ Good play control highlights this game. Ariel's abilities include using sea shells and digging with her tail. There are lots of hidden Power-Ups to find.

− The mermaid theme may turn off some players and the storyline from the movie isn't represented in the play. As with Darkwing Duck, Capcom seems to have lifted this one straight from the NES.

RAMPART

Company ....Jaleco
Suggested Retail Price ....Not Available
Release Date ....January 1993
Memory Size ....1 Megabit
Game Type ....Strategic castle battles for one or two players.

Expect a few twists from this Game Boy version of Rampart. For instance, ships are no longer the enemy in the one-player game. Check out two-player strategies and more in this month's review.

+ This is a great action strategy game for players of all ages and for Game Linking action. You get to select your level of difficulty.

− During the battle, your view is of the enemy, not of your castle, so it can be difficult to tell how you are doing and which enemy to attack. Some of the enemy characters are so fast and change direction so quickly that you might not be able to get in a hit.

THE REN AND STIMPY SHOW

Company ....T*HQ GAMES
Suggested Retail Price ....Between $29.99-$39.99
Release Date ....January 1993
Memory Size ....1 Megabit
Game Type ....Cartoon action starring Ren & Stimpy.

Ren is lost in space as Stimpy stumbles about inside a spaceship trying to rescue his pal. Ren's only hope may be the tips you get in the review this issue.

+ The humor and graphic look of the hit Nickelodeon cartoon are preserved in this game.

− Many players will find the game play to be repetitive and unimaginative.

ALIEN ^{3}

Company	**Acclaim**
Suggested Retail Price	**$27.95**
Release Date	**January 1993**
Memory Size	**1 Megabit**
Game Type	**Sci-fi action adventure with overhead view.**

There's no end to the horror for Ripley. The aliens are back in force in this month's adventurous review.

+ The search for weapons aspect of the game follows the theme of the movie and provides much of the challenge. The cinema scenes are very effective. The overhead view gives freedom of movement.

− The play control is slow to respond and particularly difficult in battle situations. The hit detection also seems to be sporadic.

SPOT: THE COOL ADVENTURE

Company	**Virgin Games**
Suggested Retail Price	**$29.99**
Release Date	**January**
Memory Size	**1 Megabit**
Game Type	**Side-scrolling platform action game with 7-Up character.**

Spot hits the road this month in his own action game and Power review. It seems that everyone he meets has a taste for something cool and refreshing.

+ Play control in a platform game such as this is critical, and Spot stands up to the test. In each area you have a choice of two paths—one easy and one difficult.

− There are few hidden items or Easter Eggs and the challenge is not very high. Screens don't scroll vertically when Spot jumps very high, so he disappears off screen, making his reentry a chancy thing.

ULTIMA: WARRIORS OF DESTINY

Company	**FCI**
Suggested Retail Price	**$59.99**
Release Date	**January 1993**
Memory Size	**2 Megabits + 64K**
Game Type	**Third in the Lord British RPG series.**

Lord British has vanished in the underworld and the shadowlords have been corrupting the land. This Battery Pak involves you in the struggle to regain Brittania along with your trusted allies. Real-time battles and exploration in a vast world will keep most gamers involved for up to 80 hours.

SHAMINO
IOLO

SHAMINO
IOLO

+ Character selection includes answering questions to determine your strengths and weaknesses—very realistic! By choosing topic headings, you can hold a conversation with characters. Expect a huge world with hundreds of characters and a good tale.

− Control functions are not intuitive, which leads to frustrating delays in the game. For instance, to talk to someone requires three separate operations, which is two too many.

TINY TOON ADVENTURE 2: TROUBLE IN WACKYLAND

Company	**Konami**
Suggested Retail Price	**Between $39-$49**
Release Date	**February/March 1993**
Memory Size	**2 Megabits**
Game Type	**One-player, cartoon-action game starring Toons characters.**

Buster and his buddies are invited to the Wackyland Fun Park by a mysterious secret admirer. Actually, the park is full of troublesome traps. You get to play with many of the Tiny Toon characters in this game. Check out all the rides in this month's review.

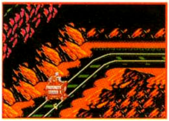
+ Each of the five stages requires different skills and uses a different character. The stages have inventive play, such as Babs' ability to spin around in 360° on the roller coaster.

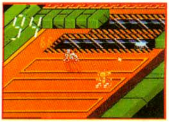
− The graphics, especially the backgrounds and enemies, are a bit disappointing. As for the game play, it is not very forgiving. Three hits and you're out. Then you must start over at the beginning of the stage, which takes a long time.

ZEN: INTERGALACTIC NINJA

Company	**Konami**
Suggested Retail Price	**Between $39-$49**
Release Date	**February 1993**
Memory Size	**2 Megabits**
Game Type.	**Vertical and horizontal scrolling ninja action for one player.**

The world can't long survive the menace of Lord Contaminous and his acid reign of terror. Nintendo Power shows you how to clean up in this issue.





+ Each stage has a different look and feel and requires new moves and strategies. You can choose any of the four main stages from a map, plus the option screen lets you choose difficulty level and number of lives up to four.

− Some of the stages are quite repetitious. The Forest stage, for example, requires that you continually go back and forth between the boss and the forest as you try to save the flowers from acid rain. Poor hit detection can be frustrating when you whack a baddie and it doesn't count.

EON MAN

Company ....Taito
Suggested Retail Price ....Not Available
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....Side-scrolling action for one player.

Eon Man is from 60 years in the future, a Time Diver who has come back to protect a young man who will change the future for the better. In this game, the play is the thing, not the theme. See this month's tip-filled review for more.

+ The action is reminiscent of Ninja Gaiden and quite challenging. Plentiful Power-Ups keep you going. The Ninja Arts Super Attack is great. Play control is sharp.

− The unoriginal theme falls flat for having been done better by T2. Why does a time traveller have Ninja Arts?

BOMBERMAN 2

Company ....Hudson Soft
Suggested Retail Price $39.95
Release Date ....February 1993
Memory Size ....1 Megabit
Game Type ....Action puzzle

Bomberman must blast blocks and baddies to clear each maze stage. Although it sounds explosive, it's really a strategy game with a Pac Man feel. Take a closer look in the Power review.

+ Bomberman 2 is easy to understand but still captivating.

− The look of the stages is so similar that you might wonder if you've progressed.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT	OCEAN	1P	4.0	3.3	3.4	3.4	CARTOON ACTION
AEROBIZ	KOEI	4P-A BATT	3.3	2.8	3.4	3.8	SIMULATION
CYBERNATOR	KONAMI	1P	4.1	3.5	3.9	3.7	FUTURE ACTION
DRAGON'S LAIR	DATA EAST	1P-A PASS	3.6	3.3	3.4	3.4	HERO ACTION
GODS	MINDSCAPE	1P-PASS	3.8	2.9	3.5	3.4	HERO ACTION
HARLEY'S HUMONGOUS ADVENTURE	HI TECH	2P-A	3.5	3.6	3.5	3.5	HERO ACTION
JEOPARDY!	GAMETEK	3P-S	3.3	3.6	3.7	3.6	GAME SHOW
WING COMMANDER	MINDSCAPE	1P PASS	3.7	2.7	3.7	3.8	SPACE COMBAT

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ALIEN^{3}	ACCLAIM	1P	3.4	2.7	3.2	3.4	ACTION/ADVENTURE
DARKWING DUCK	CAPCOM	1P	3.6	3.8	3.4	3.4	COMIC ACTION
THE LITTLE MERMAID	CAPCOM	1P	3.4	3.4	3.2	3.4	COMIC ACTION
RACE DRIVIN'	T*HQ GAMES	1P	3.0	3.0	3.2	3.3	STUNT RACING
RAMPART	JALECO	2P-S	3.1	3.3	3.7	3.8	ARCADE STRATEGY
THE REN & STIMPY SHOW	T*HQ GAMES	1P	3.6	2.9	2.9	3.3	CARTOON ACTION
ROBIN HOOD: PRINCE OF THIEVES	VIRGIN GAMES	1P	3.3	2.6	3.4	3.2	ACTION/ADVENTURE
SPOT'S COOL ADVENTURE	VIRGIN GAMES	1P	3.3	3.4	3.2	3.2	COMIC ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BOMBERMAN 2	HUDSON SOFT	3P-S	2.9	3.5	3.3	3.4	MAZE ACTION
EON MAN	TAITO	1P	3.2	3.4	3.3	3.1	HERO ACTION
TINY TOON ADVENTURE 2	KONAMI	1P	3.3	3.3	3.2	3.3	CARTOON ACTION
ULTIMA: WARRIORS OF DESTINY	FCI	1P-BATT	2.8	2.0	3.3	3.3	RPG
ZEN: INTERGALACTIC NINJA	KONAMI	1P	3.4	3.1	3.4	3.4	HERO ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

POWER PUZZLERS

Test your skills and knowledge at Nintendo Games by completing the puzzles on this page. If they get too tough, the answers to puzzles 1 and 3 are at the bottom of the page.

1. Match the Character in the column to their weapon and the enemy they fight.

Samus	Whip	Rubicant
Mega Man	Cape	King Dedede
Mario	Mouth	Wizzrobe
Kirby	Ice Beam	Mother Brain
Simon Belmont	Crystal Sword	Rock Man
Haggar	Arm Cannon	Katana
Link	Master Sword	Dracula
Cecil	Pipe	Reznor

2. Now find all of the Names and Weapons hidden in this Puzzle

O	I	R	A	M	M	O	U	T	H	N	O	J
Q	E	E	L	O	L	S	U	M	A	S	N	E
M	P	Z	U	T	I	Q	D	Y	G	C	A	D
A	A	N	C	H	N	A	M	A	G	E	M	E
S	C	O	A	E	K	A	F	D	A	C	K	D
T	P	R	R	R	E	Z	C	N	R	I	C	E
E	I	N	D	B	S	E	P	I	P	L	O	D
R	H	P	E	R	L	K	I	R	B	Y	R	G
S	W	C	Y	A	N	A	T	A	K	U	Z	N
W	I	T	W	I	Z	Z	R	O	B	E	R	I
O	N	O	N	N	A	C	M	R	A	Q	D	K
R	S	I	M	O	N	B	E	L	M	O	N	T
D	D	R	O	W	S	L	A	T	S	Y	R	C

Unscramble the words below, and use them to fill in the blanks in the right column. After you have unscrambled all of the words, the letters in the parentheses can be unscrambled to answer the question.
Hint: All of the words can be found in Zelda—A Link to the Past.

3. Question: What is the most difficult item for Link to find?

1) NGNAO ___( )_
2) ALEK LAHIY ____ ___( )_
3) TMSARE RSWOD MASTE(R) SWORD
4) RAKD CALPAE ____ _____( )_
5) LZDEA _( )___
6) LETTUR CORK ___( )__ ____
7) REISAFE ( )______
8) RONGOBMEA _____( )___

Answer: TRIFORCE

Hold this up to a mirror to read the answers.

Solutions: Samus - Ice Beam - Mother Brain, Mega Man - Arm Cannon - Rock Man, Mario - Cape - Reznor, Kirby - Mouth - King Dedede, Simon Belmont - Whip - Dracula, Hagger - Pipe - Katana, Link - Master Sword - Wizzrobe, Cecil - Crystal Sword - Rubicant
1 - Ganon, 2 - Lake Hylia, 3 - Master Sword, 4 - Dark Palace, 5 - Zelda, 6 - Turtle Rock, 7 - Faeries, 8 - Boomerang
Answer: Triforce

NINTENDO POWER

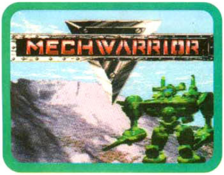
PAK WATCH

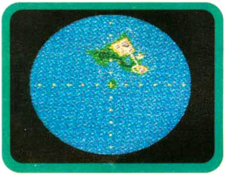
A LOOK INTO THE GAMES OF THE FUTURE

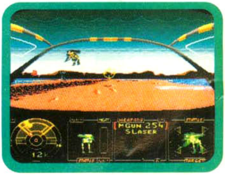
MECH WARRIOR

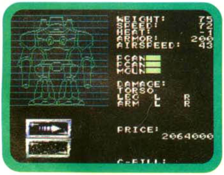
ACTIVISION

In the future of FASA's Mech Warrior, battles are fought by enormous walking/flying machines called Mechs. A human pilot in the cockpit has awesome destructive power at his fingertips, but so do his opponents. Activision has taken these elements from the popular board and computer games to make its Super NES version. First off, there's the fighting. There are 16 missions on different planets, each with its own goals and strategies. As a mercenary Mech pilot, you will make a contract before each mission, and receive payment only if you succeed. Use that money to upgrade your Mech or buy a new one from eight basic Mech models. There's a story here, too. As in Wing Commander, you can get advice from people at the home base. That information can be used to track down the Dark Wing Lance who murdered your father. This Pak Watcher was impressed by how closely the action matched that of the Battle Tech center in Chicago, only with far greater variety and ease of play. The smooth scrolling and scaling effects and CAD drawn Mechs make all the difference. Mech Warrior should hit the stores by April.

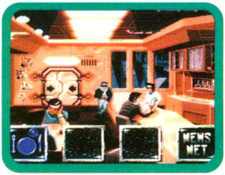


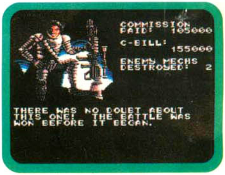






```
WEIGHT:        75
SPEED:         72
HEAT:          -1
ARMOR:        206
AIRSPEED:      43

PCAN
PCAN
MGUN

DAMAGE:
TORSO
LEG    L   R
ARM    L   R

PRICE:
         2064000

C-BILL:
```



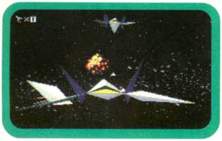


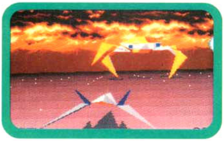
```
COMMISSION
PAID:     105000
C-BILL:
          155000
ENEMY MECHS
DESTROYED:     2

THERE WAS NO DOUBT ABOUT
THIS ONE! THE BATTLE WAS
WON BEFORE IT BEGAN.
```

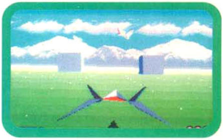
STAR FOX

NINTENDO

Freeing planets from hostile tyranny is serious business, but in Star Fox from Nintendo you'll see that it also can be fun. Fox McCloud and his band of mercenaries from the planet, Corneria, take on the massed forces of the Empire in their one-seat star fighters. It will be interesting to see how these characters develop in the serialized comics, and if Nintendo makes further use of them in upcoming games. As for Star Fox game play, it is a showcase of the Super FX chip, which is what allows the fast scrolling and scaling effects of complex polygons on the screen. The first-person view, shooter action takes place in space and near the ground. It features a unique, multi-play path in which one path is for beginning players and the others are for advanced pilots. To truly appreciate the 3-D effects of this game, you have to see it in person.



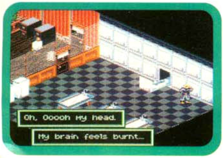




SHADOWRUN

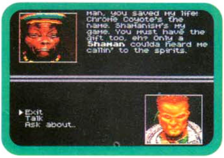
DATA EAST

Not all future adventures take place off-world. In Shadowrun from Data East, the place to be is Seattle where technology and magic come together in a nightmare vision of corporate greed and ancient powers. FASA's popular role playing game takes form on the Super NES as a strategy adventure. You are Jake, a man who has been left for dead in the morgue. As you explore and gather clues, you'll discover what happened to you, and what you have to do about it. The overhead, three quarter view may remind you of Equinox, but precision control is less of a factor in this game. More important is the discovery of weapons and information which you can gain from the enemies. The mix of RPG and adventure, plus a huge game world and an inventive story make Shadowrun an exciting title. Look for it this Spring.



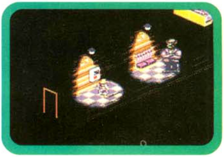
Oh, Ooooh my head.

My brain feels burnt...



Man, you saved my life! Chrome Coyote's the name. Shamanism's my game. You must have the gift too, eh? Only a **Shaman** coulda heard me callin' to the spirits.

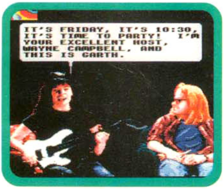
▶ Exit
Talk
Ask about...



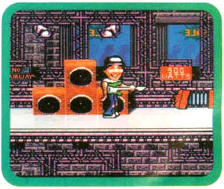
WAYNE'S WORLD

T*HQ

First, make a movie, then sell the rights for someone to make a video game. Now, take a digitized image of your face and stick it on a video character body. Cool. Finally, add great sound, lots of digitized speech, Elvis impersonators and six tough stages of action and you've done it! The levels and bosses game play is nothing new, but it is sure to strike a chord with Wayne's Top Ten Video Game Fans, and more.

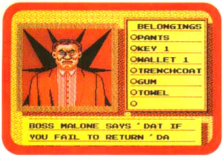


IT'S FRIDAY, IT'S 10:30, IT'S TIME TO PARTY! I'M YOUR EXCELLENT HOST, WAYNE CAMPBELL, AND THIS IS GARTH.

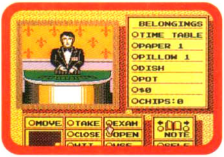


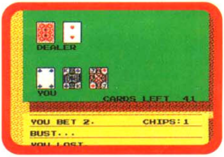
ACE HARDING: LOST IN LAS VEGAS **KEMCO**

When we last left Ace Harding, he was in Chicago having just solved the mystery of who killed Joey Siegel in the detective RPG, Deja Vu. Now Ace is in Vegas, in a bathroom (where else?) but he doesn't know how he got there, and you can bet he is up to his neck in it once again. Kemco went all out in this latest mystery to capture the feel of a gritty, Sam Spade yarn. Both the text and graphics add to the atmosphere, especially the text, which was rewritten here in the U.S. There's also a lot of humor, and more interaction with more characters. Fans of Deja Vu and Shadowgate will feel at home with the point-and-click interface as they search for clues. If you like a good whodunit, this game may be out by summer.


BELONGINGS
○PANTS
○KEY 1
○WALLET 1
○TRENCHCOAT
○GUM
○TOWEL
○

BOSS MALONE SAYS 'DAT IF
YOU FAIL TO RETURN 'DA

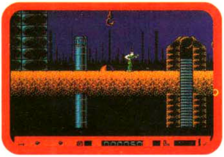

BELONGINGS
○TIME TABLE
○PAPER 1
○PILLOW 1
○DISH
○POT
○$0
○CHIPS:0
○MOVE
○TAKE
○EXAM
○CLOSE
○OPEN
NOTE

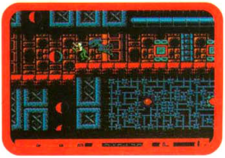

DEALER
YOU
CARDS LEFT 41

YOU BET 2. CHIPS:1
BUST...
YOU LOST.

ALIEN³ **ACCLAIM**

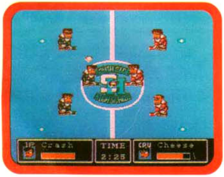
Acclaim has put the final touches on Alien³ for the NES. In this version, unlike the Game Boy title, Ripley is viewed in side-scrolling action. She must search through huge mazes to find weapons capable of destroying the alien threat. Good play control, lots of attacking aliens, and some very complex stages make this game interesting even though it doesn't quite capture the desparate feeling of the movie.

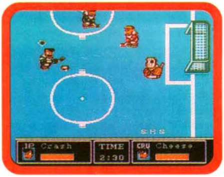


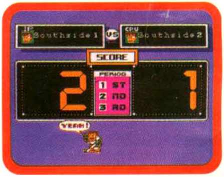


ICE CHALLENGE **AMERICAN TECHNOS**

Crash and the Boys from Street Challenge and River City Ransom are back for another sporting event, this time on the ice. The result is a simplified NES hockey game that is easy to master, but not very challenging. Although you can pick and position players, Ice Challenge doesn't have the inventiveness of Street Challenge that this Pak Watcher hoped to find. It might have been more fun if the Boys had been able to challenge Russian, Czech, or Canadian teams. Your best bet is to play this as a two-player game.


1P Crash
TIME 2:25
CPU Cheese

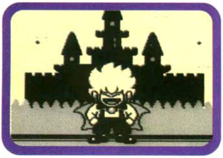

1P Crash
TIME 2:30
CPU Cheese

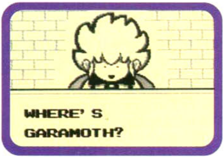

1P Southside 1
VS
CPU Southside 2
SCORE
2
PERIOD
1 ST
2 ND
3 RD
1
YEAH!

KID DRACULA

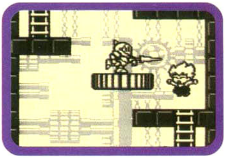
KONAMI

Kid Dracula from Konami isn't exactly the shadowy game of crypts, bats and pale Transylavians that you might expect. The fact is, it is a light-hearted action game with big, comic style graphics. For instance, you earn six special powers as you progress through the eight stages. If you earn the Bat, you'll be able to fly, which is particularly useful in later stages. Other abilities include the power to walk on ceilings and the use of a boomerang-type weapon. After hopping and shooting your way through a castle, a forest, a volcano and other stages, you'll face the evil Garamoth. This one-player game should be available this Spring.





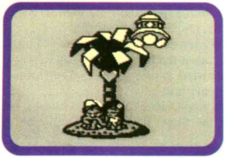
WHERE'S
GARAMOTH?

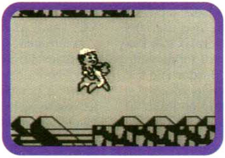


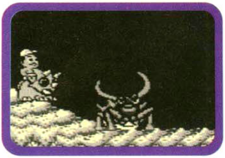
ADVENTURE ISLAND 2

HUDSON SOFT

Master Higgins has almost as many titles under his belt, or loin cloth, as Mario. In this second Game Boy action game, you'll find him running, jumping and collecting items from eggs, just as before. Although there is nothing dramatically new in AI2, Hudson Soft has hit the mark again thanks to good play control and a simple but effective idea—make it easy and fun. For a greater challenge, Hudson is also working on Milon's Secret Castle for Game Boy, which is said to be even tougher than the NES game. We'll let you know as soon as we scam a demo. For the Super NES, Hudson is promising Battle Grand Prix–a racing game.



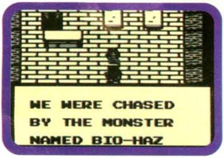




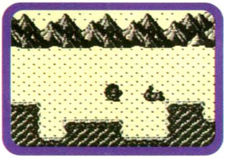
GREAT GREED

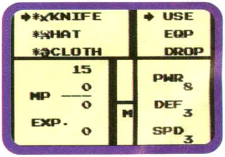
NAMCO

You could say that Great Greed from Namco is the first environmentally conscious RPG, and you'd be right, but you'd also miss the point. This massive 2 megabit Pak (as big as Metroid II) has all the elements of a Final Fantasy or Dragon Warrior game—exploration, combat, tons of items, parties of multiple characters, and earned experience. The text gets a bit toxic, but if you can get beyond that, there's enough game play here to keep an RPG fanatic happy for many hours of environmentally responsible fun.



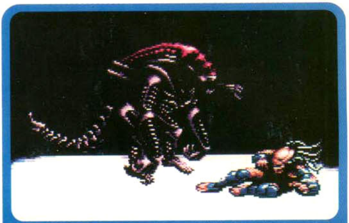
WE WERE CHASED
BY THE MONSTER
NAMED BIO-HAZ





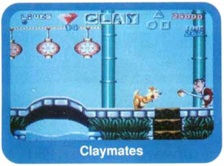
PAK WATCH UPDATE

Over the past month, the Pak Watch desk has been getting crowded with sample games for all three Nintendo systems, so it's time for a little pre-Spring cleaning, starting with the Super NES.

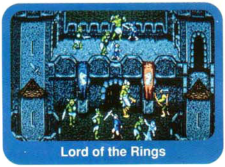

Alien Vs. Predator

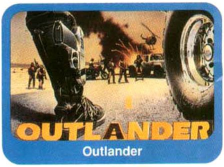
Activision is working on *Aliens Vs. Predator* for the Super NES. The early version pictured here features big characters and some great weapons, including the Predator's invisibility device and razor disk. The storyline of the game is original and not borrowed from the Dark Horse comics series of the same name. The game should be available by this Summer. Hi Tech has put together a sharp 16-bit version of *Where In Time Is Carmen Sandiego*. The interface is similar to the NES title, but the world of clues looks much better in Super NES graphics. Also getting up to speed is *Rock & Roll Racing* from Interplay. Your Pak Watchers took a sneak preview of an early version of this overhead, futuristic racer. Although it started out looking like RC Pro-Am, the later stages had a wide variety of courses (some in outer space) with outrageously cool vehicles. The music on this Pak is being programmed by Software Creations, the developers of Acclaim's Spider-Man and the X-Men In Arcade's Revenge. *Claymates*, a multi-character scrolling game featuring claymation graphics and speedy play, should appear this Spring and will be followed up by a second claymation title that Interplay says is "completely unlike Claymates," whatever that means. Interplay is also working on a *Lord Of The Rings* game that includes digitized film from the 1970's Ralph Bakshi movie that used the rotoscope animation method. Sources at Interplay told Pak Watch that, unlike the movie, the game will follow hobbit-hero Frodo Baggins all the way to Mordor and the Crack of Doom. Speaking of doom, *Doomsday Warrior* is the first planned release from Renovation to be followed closely with a sci-fi adventure, *Dream Probe*. *Doomsday Warrior* features seven characters in street-fighting type action, but with a plot and cinema scenes. In Dream Probe, a six-level action game, you must enter the mind of a girl who is trapped in a nightmare. There is also an element of adventure to the game because you must find special weapons to succeed. *Outlander* from Mindscape puts you in the driver's seat of a post-holocaust nightmare. This racing action game also has a story, but the real action is behind the wheel. The *Lost Mission* from Vic Tokai is said to be nearing completion at its British development house. It is an RPG with a time-travel theme. T*HQ is hard at work in the here-and-now with its Super NES *Ren & Stimpy* title. Oh, happy happy! Joy joy!

While some licensees are developing sci-fi and fantasy, others are firmly planted in reality. Hudson Soft revealed that two as of yet untitled sports games were in their future: a volleyball game and an F1 racing game. They also have *Super Bomberman*, which features a four-player adapter—the first for the Super NES. Jaleco, famous for

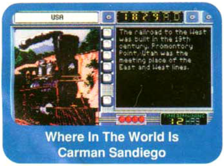


Claymates


Lord of the Rings

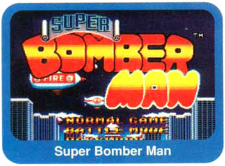


Outlander

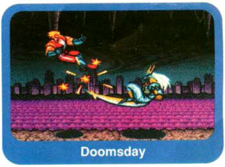


The railroad to the West was built in the 19th century. Promontory Point, Utah was the meeting place of the East and West lines.

Where In The World Is Carman Sandiego



Super Bomber Man

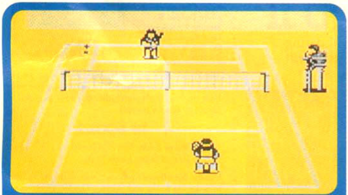

Doomsday

its *Bases Loaded* series, is turning to the ice with *Pro Sport Hockey* for both Super NES and NES. *Super Strike Eagle* from Microprose puts players at the controls of an F-15E combat fighter. This Pak Watcher was amazed by the realism of the dogfighting, but a little let down by the awkward bombing missions. There's more street-fighting action due in *Ultimate Fighter* from Culture Brain and Jaleco's *Brawl Bros.* Namco's *Battle Cars* is a racing action game in which players stock up on weapons to batter each other on the course. The long awaited *Tecmo NBA Basketball* is also on the way. It shares many of the features of the NES title reviewed previously in Nintendo Power, but with greatly improved graphics and sound.

Super Strike Eagle

On the 8-bit video game front, look for *Duck Tales II* from Capcom to be just as solid as the original. FCI has two new offerings due this Spring, *Hillsfar*, which is an interesting blend of RPG and action, and *Break Time*, a pool game. Ocean continues to develop Hollywood licenses for the NES and Super NES. The next releases should be in early Spring with *Lethal Weapon* and *Cool World*. For Game Boy, one of the biggest licenses of them all has been grabbed by Ubi Soft. Both *Indiana Jones and the Last Crusade* and *Indiana Jones and the Temple of Doom* are in development for release later this Summer. Ubi Soft may also produce NES versions of both games. In other Game Boy news, *Legend of Zod* from Vic Tokai promises to be a huge RPG while *Top Rank Tennis* from Nintendo is also planned to be released in the Spring. Finally, after going through a complete game play and graphics change, *The Incredible Crash Test Dummies* from Acclaim should be appearing soon for the NES.

Brawl Bros.



Top Rank Tennis

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Alien^3	Winter '93
Aliens Vs. Predator	Spring '93
American Gladiators	Winter '93
Batman Returns	Spring '93
Bubsy	Spring '93
Family Dog	Spring '93
King Arthur's World	Winter '93
Lord of the Rings	Summer '93
The Lost Vikings	Spring '93
Mech Warrior	Spring '93
Railroad Tycoon	Spring '93
Rock & Roll Racing	Spring '93
Rocky & Bullwinkle	Spring '93
Shadowrun	Spring '93
SimAnt	Summer '93
SimEarth	Winter '93
Star Fox	Winter '93
Star Trek: Next Generation	Summer '93
Super Conflict	Spring '93
Super High Impact	Spring '93
Superman	Spring '93
Tiny Toon Adventures: Buster Busts Loose	Spring '93
T2: Judgment Day	Spring '93
Taz-mania	Spring '93
Ultrabots	Summer '93
Utopia	Winter '93
Wayne's World	Spring '93

GAME BOY

The Empire Strikes Back	Winter '93
Indiana Jones and the Last Crusade	Summer '93
Indiana Jones and the Lost Temple	Fall '93
Krusty's Fun House	Winter '93
Legend of Zod	Summer '93
Top Rank Tennis	Spring '93
Legend of Zelda: Link's Awakening	Summer '93

NES

Ace Harding: Lost In Las Vegas	Summer '93
Break Time	Spring '93
Cool World	Spring '93
Crash Dummies	Winter '93
Duck Tales II	Spring '93
Goal 2	Winter '93
Fire 'N Ice	Spring '93
Hillsfar	Spring '93
Kirby's Adventure	Spring '93
Lethal Weapon	Spring '93
Mickey's Safari In Letterland	Spring '93
Yoshi's Cookie	Spring '93

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 46

STAR FOX

In Volume 46, we'll give you a preview of Nintendo's first game to use the capabilities of the Super FX chip. It's on the cutting edge of 3-D graphics manipulation. You won't want to miss it!

TINY TOON ADVENTURES

What a cool game! Buster Bunny is in control, but this Super NES action game features the entire Toon gang. The various types of game play and fantastic graphics make it a winner!

LIFE
DASH
03
03

LIFE
DASH
03
00

LIFE
DASH
03
15

DRAGON WARRIOR IV

Yet another installment in Enix's extremely popular series will be coming your way next month. More quests, more enemies, more allies, more challenges. To sum it up: more everything! Stay tuned.

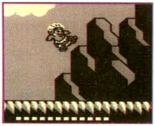
'The King will speak to you.
Listen carefully.'

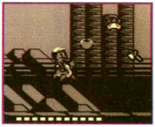
Ragn
H 27
M 0
S: 1
Ragn
▸ATTACK
RUN
PARRY
ITEM
Stag Beetle 2

Ragn
H 27
M 0
S: 1

ADVENTURE ISLAND II

Out of the Abyss comes Master Higgins for his second daring Game Boy venture. Hudson Soft's pot-bellied island warrior will leap into action and onto the pages of Power next month.





BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.

Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.

Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, FI ROC.

Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.

Volume 39 (August '92): Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.

Volume 40 (Sept. '92): Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.

Volume 41 (Oct. '92): Adventure Island 3, Power Blade 2, Super Mario Kart, The Simpson's: Bart's Nightmare, Out Of This World, Super Play Action Football.

Volume 42 (Nov. '92): Mega Man, Joe & Mac, Crash 'N The Boys, Space Megaforce, Axelay, Super Star Wars, Final Fantasy Mystic Quest, Faceball 2000, Super Mario Land 2–6 Golden Coins, Flintstones.

Volume 43 (Dec. '92): Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push–Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2 - 6 Golden Coins, Bonk's Adventure, Looney Tunes.

Volume 44 (Jan. '93): Magical Quest-Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

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Castlevania II-Simon's Quest
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Super Mario Bros. 3
Tetris
Batman
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Ninja Gaiden II
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Final Fantasy
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THE WORLD OF
Nintendo

6. Nintendo Posters*

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Directions

All of these Kellogg's® cereals are making great Nintendo offers. See if you can match them up. Hint: In each set of clues, the first sentence refers to the cereal, the second to the offer.

Clues

Here's something to crow about.
You'll never be late again.

Reverse the two words in its name and it's something else.
Now it's nobody else's game but yours.

One side has something the other doesn't.
You can look Jefferson and Lincoln in the eyes.

Think red and shiny.
Then get the winning edge.

Part of it rhymes with fun.
Your room could use a lot of that.

It's twice as noisy.
You can play wherever you go.

How's this from your favorite "bran" of cereal?
(2 X 5 X 14) / 4 = The bucks you can save.

Need More Help?

Turn this ad upside down. Or check out specially marked Kellogg's® boxes in the store to get the answers and complete details.

ANSWERS: 2F, 1D, 5G, 4B, 6E, 7A, 3C.

Kellogg's
Double Dip Crunch
Frosted

A.

Kellogg's
APPLE JACKS

B.

Kellogg's
LIGHTLY FROSTED BRAN

C.

Kellogg's
CORN POPS

D.

Kellogg's
Cinnamon Mini Buns
NOW! MAXIMUM SWEET CINNAMON

E.

Kellogg's
CORN FLAKES

F.

Kellogg's
Frosted Mini-Wheats

G.

Nintendo®

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